



Mohammad Aldehayat

Graz, Austria • dehayat.com • dehayat0@gmail.com • + 43 (670) 607-1456

Software engineer with 5+ years of experience building C#/.NET and C++ systems, from backend APIs and CI/CD at Infineon to software used by millions. Experienced in turning the needs of hardware and domain experts into clean, maintainable software.

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER

Infineon Technologies - Villach, Austria

2024 - 2026

- Designed a modular C# test automation framework used by 20+ chip verification engineers, cutting manual testing by ~40%.
- Built RESTful APIs in C# .NET, Entity Framework, and SQL Server for internal web dashboards.
- Extended Jenkins CI/CD pipelines for 5 projects, cutting release time to hours.

SYSTEM PROGRAMMER

Rababa Games - Amman, Jordan

2019 - 2022

- Contributed to a game with 10M+ downloads, owning PS4 platform code and reliability.
- Built native C++ hardware plugins and a crash-safe C# save system, cutting data loss by ~90%.

EDUCATION

MASTER OF SCIENCE, GAME STUDIES AND ENGINEERING - GRADE: 1.51

University of Klagenfurt - Klagenfurt, Austria

2021 - Expected 2027

Master's thesis: Accessibility for deaf and hard-of-hearing players in video games

BACHELOR OF SCIENCE, COMPUTER SCIENCE - GRADE: 3.83 / 4.0 - RANKED 2ND CUMULATIVELY

University of Jordan - Amman, Jordan

2016 - 2020

TECHNICAL SKILLS

- **Programming:** C# (.NET, ASP.NET Core, Entity Framework), C++, Lua, SQL.
- **Software Design:** Clean architecture, SOLID, design patterns, ECS, plugin systems, REST APIs.
- **Quality & DevOps:** Jenkins (CI/CD), Git, Docker, NUnit/xUnit, code reviews, Visual Studio, Unity.
- **Languages:** Arabic (native), English (native).

PROJECTS

BlackRoseEngine - Custom 2D Game Engine | C++, EnTT, SDL, Lua

github.com/dehayat/BlackRoseEngine

- Architected the engine around an ECS (EnTT) with animation, Box2D physics, and transforms.
- Integrated Lua scripting (sol3) with custom APIs, keeping game logic decoupled from the engine.
- Built editor tools for projects, assets, and levels with YAML-based serialization.

LEADERSHIP & AWARDS

- Mentored 200+ students and organized programming contests and workshops.
- 4th (2018) and 5th (2017), Jordanian Collegiate Programming Contest; 55th of 2600, IEEE Xtreme 12.