

Abdelrahman Abusaif

Amman – Jordan • (962) 781451554 • abdabusaif580@gmail.com

I'm Abdelrahman, a Computer Science graduate from Jordan University of Science and Technology. With 2 years of hands-on experience in game development using Unity, I've honed my skills in C# scripting and creating immersive, engaging gaming experiences. I also have beginner-level familiarity with the .NET Framework, along with artistic abilities in pixel art and 3D modeling using Aseprite and Blender. Additionally, I have experience with cloud-based development, utilizing Unity Cloud and some Firebase services to enhance game functionality and backend systems. I'm eager to bring my creativity and technical expertise to a team where I can contribute to innovative game development projects, further enhance my skills, and collaborate on exciting challenges.

Experience

JUNE 2025 – PRESENT

VR Developer | Mars Robotics | Irbid - Jordan

Develop and maintain advanced UAV flight-simulation systems and mobile game experiences using Unity. Work includes creating a full 6-DOF aircraft simulator with real-time physics, implementing UDP-based telemetry communication, and building a highly responsive gimbal-camera system supporting zoom, stabilization, and smooth tracking. Lead the development of a modular weather environment that integrates cloud systems, atmospheric effects, and API-driven real-world weather updates. Build VR-ready systems for immersive cockpit interactions and optimize rendering pipelines for stable performance across PC and VR headsets.

JAN 2024 – AUGUST 2025

Game Developer | Kashkaawan Cash Project | Remotely - Jordan

Lead the development of Kashkaawan Cash, a cross-platform mobile game built in Unity with full Unity Gaming Services integration. Implement UGS Authentication, Cloud Save, Remote Config, and economy systems to support persistent player data and dynamic content updates. Develop a stable and scalable mobile architecture that supports push notifications, platform-specific optimizations, and store-ready builds for Android and iOS. Coordinate game features, UI flows, and user engagement systems to deliver a polished, data-driven gameplay experience aligned with modern mobile gaming standards.

Skills

Unity (URP/VR/AR) • UAV flight simulation • 6-DOF physics • UDP telemetry • Gimbal camera systems • Weather & environment simulation • Mobile development (Android/iOS) • UGS Auth & Cloud Save • Push notifications • Performance optimization • Clean architecture • Git • Time management • Team collaboration

Education

JUNE 2025

Bachelor of Computer Science | Jordan university of technology and science