

Khaled Abu-Ghazaleh // programmer & game designer

abug.khaled@gmail.com - (203) 525-5122

khaledabug.com

New York City, NY



EXPERIENCE

- Game Development Tools: Unity Editor (Proficient), UDK and Godot (Intermediate)
- Programming Languages: C, C# and Java (Proficient), C++ (Intermediate)
- Scripting & Markup Languages: JavaScript, ActionScript 3, and HTML (Proficient), Python 3 and Lua (Intermediate)
- Project Management & Version Control: Trello and Git (Proficient)

PROJECTS

[DISHONOR THY NEIGHBOR](#)

October 2017 - Present

Team Lead, Designer, C# Programmer

A first-person, local multiplayer game developed in Unity in which two teams of neighbors must steal and burn each other's evidence of a crime they committed.

PAX East 2018 Showpiece + Excellence in Multiplayer at GameFest 2018

[MAMMOGRAM INTERACTIVE TRAINING MODULE](#)

June 2016 – August 2016

Sole Contractor

An application developed in Unity for WebGL commissioned by the Quinnipiac University School of Medicine with data courtesy of the Digital Database for Screening Mammography.

[CANNON VS CANNON](#)

March 2016 – April 2016

Team Lead, Designer, C# Programmer

A turn-based, local multiplayer game developed in Unity in which each player controls a bouncy, circular tank and must destroy his/her opponent's tanks.

3rd Place at GameFest 2016

EDUCATION

QUINNIPIAC UNIVERSITY, HAMDEN CT

May 2018

College of Arts and Sciences // GPA: 3.24

- BS in Computer Science
- BA in Game Development