

# Mohamad Misrabi

+44 744 382 8668 · M.MISRABI-2023@hull.ac.uk · momisrabi@gmail.com  
England, United Kingdom

---

## GAME AND 3D-ENGINE DEVELOPER

Motivated and results-driven MSc Computer Science future graduate seeking a challenging position within a large organization as a Game Developer or Engine Programmer. Offering a strong foundation in Real-Time Graphics, Physics, and Math, with a proven ability to lead groups, deliver successful outcomes and collaborate within cross-functional teams.

---

## KEY COMPETENCIES

Unity and .NET  
Graphics with C++  
REST APIs Implementation

Web3 and Blockchain  
Blender Proficiency  
Photoshop and Image Edit

Strong Leadership capabilities  
Solid Communication skills  
Reporting and Analysis Expertise

---

## EXPERIENCE AND ACHIEVEMENTS

### ***Lead Game Developer - Blue Gravity Studios***

**Sep 2023 - Present**

#### ***Fay Keeper - Present***

Leading a team of 5+ programmers, involved in **Task Assignments, Sprint Planning** and **Code Reviewing** Creating the basis and enhancing the game code and mechanics and laying down the foundation for multiple systems from actual Game Mechanisms to **Unity Designer tools**.  
Actively showcasing product features to stakeholders and reporting back and creating necessary adjustments and proper analysis.  
Evaluating and **Monitoring** code and documentation from both programmers and artists to ensure **quality** of production and maintainability of the product.

#### ***The Plooshies - 7 Months***

Worked collaboratively with a team on a Web3 based Game using **Unity** and **.NET**.  
Developed a variety of Standalone Core Systems, **Multiplayer Systems** and **Networking** for the game using **Photon Fusion**.  
Participated Closely with Client Meetings, writing reports and bridging the gap between the business and the technical side.

Additionally helped and consulted multiple teams regarding best practices of designing a **system architecture** and **code optimization** as well as **task management**.

### ***AR Specialist - Elev8XR***

**Sep 2022 - Dec 2022**

Collaborated with a dynamic team to develop a highly acclaimed augmented reality (AR) project using the **8th Wall** platform, leveraging **A-Frame** and **ThreeJS** technologies.

Supervised the **3D modeling** process, ensuring a significant number of models were optimized for performance and had correct topology.

## **Game Developer - Sphere Studios**

**Sep 2023 - Dec 2023**

### **Chronos**

Developed and integrated four key systems using **Photon Fusion**, including projectile systems, in-game audio systems, VFX, and entity spawning.

Created over 20 effects utilizing **VFX Graph** and **Shader Graph**, adhering to best practices for performance optimization.

Contributed to level design, achieving a **significant** performance improvement.

Extended game playability by over multiple weeks through innovative progression design.

## **Web Developer - Elev8XR**

**March 2021 - May 2022**

Contributed to the development of **5+ AR/VR** mobile and web projects using a variety of technologies and platforms, showcasing versatility and adaptability.

Developed a mobile application utilizing **OpenGL/ES** with **C++** and **Java**, and managed the build and deployment process using **Bazel**, demonstrating strong technical skills.

Collaborated with the front-end team to implement 2 **Shopify** websites using **HTML**, **CSS**, and **Liquid**, highlighting teamwork and proficiency in web development.

---

## **EDUCATION**

### ***MSc in Computer Science for Games Programming***

University of Hull - Sep 2024 / Sep 2025

### ***Bachelor Degree in Information Technology Engineering***

University of Damascus - Sep 2019 / Sep 2023

---

## **COMPETITIONS**

### ***Damascus Competitive Programming Contest Finalist***

June 2020 / June 2023

### ***National Syrian Capture The Flag Contest Winner***

Bronze Medal / 3rd Place - June 2022

---

## **REFERENCES**

### **CEO of Blue Gravity Studios**

Terry Jin - terry@gravity.blue

### **CEO of Elev8XR**

mazencg@gmail.com

---

## **EXTRACURRICULAR ACTIVITIES**

### **Captain, Basketball Team**

Qassyoun Basketball team - Damascus

### **Music and Game Sound Producer**

Personal / Hobbies