

Waad Almaimoni

Game Developer

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Summary

Passionate game developer with a strong focus on designing and developing immersive experiences. Skilled in game development, VR/AR, and interactive storytelling. Dedicated to continuous learning.

Experience

Graphic Designer Trainee, Technical and Vocational Training Corporation (03/2021 - 12/2021).

Created engaging visual designs for training materials.

Assisted in multimedia content production for educational purposes.

Collaborated with teams to enhance digital learning experiences.

Education

- Game Development and Virtual Worlds, Tuwaiq Academy Multimedia
- Design (2019 - 2021), Technical and Vocational Training Corporation

Projects

- The Secret of the Village: A 3D adventure game exploring an ancient village and solving puzzles.
- Legacy of the Sands: A VR experience exploring historical events of the First Saudi State.
- Spectrum Vision: A VR solution assisting individuals with nearsightedness and color blindness.
- The Morgue: A VR horror puzzle game where players escape a haunted morgue by solving puzzles.

Certificates

- Sign Language Training - ASAS Training (07/2021 - 12/2021) Dashboard
- Needs Analysis in Graphic Design - Coursera (08/2021 - 10/2021)
- Introduction to Graphic Design - Coursera (08/2021 - 10/2021)

Skills

Game Development: Unity.

Programming: C#, Python .

3D & VR Development: Blender, 3ds Maya, VR/AR Development .

Multimedia: Adobe Photoshop, Illustrator, After Effects .

Soft Skills: Problem-solving, teamwork, critical thinking.

Languages

Arabic: Native

English: Advanced