



REHAF ALJAMMAZ

GAME DEVELOPER | DESIGNER

CONTACT

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PROGRAMMING LANGUAGES

- HTML
- CSS
- Javascript
- Python
- C#
- Java
- C++
- lisp

GAME ENGINE AND TOOLS

- Unity
- Twine
- Construct 2
- Blender
- Asptire
- photoshop
- Flash

ART AND DESIGN

- Game design
- Pixel art
- 2D art
- 3D modeling and animation

EDUCATION

American University | Washington, DC | 2017
MA in Game Design | GPA 3.95

Prince Sultan University | Saudi Arabia | 2014
BS, Computer Science | GPA 3.74

EXPERIENCE

Student Judge Volunteer | Smithsonian American Art Museum Arcade(SAAM) | 2017

- Participated in the judging process for games submitted to the arcade

International ambassador | Game developer conference (GDC) | 2017

- Received a GDC scholarship as an international ambassador
- Attended meetings focused on building and fostering relationships
- Did a talk on the game industry in Saudi Arabia to Conference Associates (CAs)

Volunteer | Game Lab, American university | January 2016

- Promoted American University's Game Lab games at the SAAM arcade

Intern | King Abdulaziz City for Science and Technology (KACST) | Riyadh January 2014 - July 2014

- Interned at the Center for Cyber security with a focus on security aspects as it relates to computer science
- Collaborated with the SW team on the Caesar competition (Competition for Authenticated Encryption: Security, Applicability, and Robustness).
- Developed the center's website

HTML instructor | Prince Sultan University| Riyadh 2013

- volunteered as an instructor with the E-link program
- Taught high school students how to program their own websites from scratch using Html and CSS

Volunteer| Sony-GCON| Riyadh April 2012

- Promoted Video games to patrons attending the first female gaming convention in Saudi Arabia.