

# Aseel sabri

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[Portfolio link](#)

## Professional Summary

Computer Graphics graduate with a strong foundation in game development, 2D/3D art, motion graphics, and UI design. Proficient in **C# and Unity**, with experience in developing interactive gameplay, creating game assets, and implementing animations. Winner of first place at Game Fest, demonstrating creativity, problem-solving, and teamwork. Skilled in artistic and technical game creation, with hands-on experience in game jams and collaborative projects. Passionate about crafting immersive gaming experiences through innovative design and efficient code, seeking a role as a **Game Developer or Game Artist** to contribute to dynamic and engaging game projects.

## Skills

### Unity developer

- level design
- 3D visual effects
- Game UI
- C# coding

### Integrating 3D assets

- VFX and animation
- game setup
- debug in-game performance
- implementing 2D and 3D assets into unity

### Game Art & Concept Design

- Strong ability to create and adapt 2D game assets
- UI elements
- concept art.

## Tools & Technologies:

- Unity, Maya,
- C# ,C, C++, python
- Adobe design suite (Photoshop, Illustrator, After Effects, Substance Painter)

## Work Experience

### Game development intern at **Lychee Games (Oct 2022 – Feb 2023)**

- C# programming
- Game development design patterns ( command , object pooling , state machine )

- Algorithm ( A\* algorithm )
- Game design

Team Member of Computer Graphics Club (2022-2024)

- Organizing events
- Giving Unity Courses to other students
- guiding students through the program

Game design intern at **Eskadinia (July 2024- Sept 2024)**

- Collaborative Teamwork
- Asset Creation
- Player-Centric Design
- analyze art references for the game creation, create sketches and mockups with their iteration

Video Editor at **MDusai (May 2025 - Oct 2025)**

- Storyline and Script writing
- Motion graphics and text animation
- Icons and logo designs

Lab supervisor at **PSUT(Princess Sumaya University for Technology) (Oct 2025 - Current)**

-Managed and maintained lab infrastructure, including configuring, troubleshooting, and upgrading software and hardware.

-Supervised daily lab operations, ensuring a safe, organized environment and providing technical support to students.

## **Education**

Bachelor of computer graphics at princess sumaya university of technology 2024  
High school Diploma, Cambridge CIE, IGCSE, A-levels, 2020

## **Languages**

Arabic (Native)  
English (Fluent)

## **Certifications**

- First place in Game Fest 2024
- Taking part in the Global Game Jam 2022
- Fourth place in the Yarmouk Game Festival
- TOT certification from Hashtat
- IEEEExtream participation in 2021 and 2022
- PSUT & Babil games -Art fundamental course
- PSUT & Babil games -Digital painting course

