

Salah Shehada

Unity Developer | Nablus, Palestine | t: +970 597931703 | Portfolio: <https://salah-shehada.itch.io/>
Email: salah.shehade12@gmail.com | LinkedIn: [salah-shehade/](#) | GitHub: [/SalahShehade](#)

SUMMARY

Unity Game & XR Developer with experience building **2D, 3D, and VR simulations** using **C# and Unity**. Skilled in **gameplay systems, XR interactions, performance optimization, and end-to-end scene development** for **Meta Quest**. Experienced in collaborating with cross-disciplinary teams to deliver responsive, production-ready experiences.

PROFESSIONAL EXPERIENCE

TWW Studio - Unity Game Developer (Part time) (Remote) Sep 2025 - Present

- Led development of a **2D Unity game**, owning **core mechanics, game flow**, interactions, and technical architecture.
- Implemented **C# gameplay systems**, including player controls, **enemy AI**, game states.
- Built and maintained **Animator Controllers** and **animation state machines** for responsive character behavior.
- Created **tilemap-based levels** with **Unity 2D and palettes** to support efficient level design.
- Assigned and reviewed tasks for **programmers**, ensuring code quality and timely delivery.
- Collaborated with artists, animators, and sound designers; used **Unity Version Control (Plastic SCM), Miro**, and **Unity Profiler** for performance optimization.

Intertech - Unity XR developer (Full time) (On site) Aug 2025 - Present

- Built **immersive VR training simulations** in **Unity** for educational and organizational use, recreating **real-world workflows** for **civil-engineering worksites** and **medical lab experiments** (e.g., **DNA extraction**).
- Developed **XR interaction systems** using **XR Interaction Toolkit** and **Hurricane VR**, including **hand presence, physics-based tools, UI interactions, and haptics**.
- Implemented **C# gameplay and interaction logic**, step-based procedures, events, and **animations** to guide users and provide feedback.
- Delivered **end-to-end VR scenes from scratch** and optimized performance for **Meta Quest 2 & 3** (lighting, draw calls..); collaborated using **Unity Version Control**.

Gaza Sky Geeks - Game Developer (Internship) (Remote) Oct 2024 - May 2025

- Developed **2D and 3D** interactive game prototypes using **Unity Engine** and **C#**.
- Gained hands-on experience in **game physics, animation, and UI/UX design**.
- Completed **50+ tasks**, in **C#** scripting, game mechanics, and asset management.
- Optimized game performance using **object pooling** and **LOD rendering**

AL-AHD Company - Back-End Developer Intern (Nablus, Palestine) Oct 2024 - Jan 2025

Developed a Spring Boot task-management API (H2, JWT-secured, CRUD, search/filter, Swagger).

Projects

Arena Guardians — Brackeys Game Jam 2025.2, 1-week August 2025

Role: Lead Programmer — programmed **every mechanic** end-to-end.

- **Collaboration:** Worked closely with an **animator, UI artist, and sound designer** to ship on time.
- **Systems implemented:** Card/shop (**auto-level** cards, **dynamic pricing**), grid placement & **same-level merging**, AI/combat & **projectiles** (animation events), wave/loop **progression** with

controlled variety, **Risk** economy (weighted outcomes), **win/lose** VO banners & **phase music**, formation **restore**, and balancing framework, all built from scratch, **no external assets were used**.

- **Delivery:** WebGL **in-browser** build with **mobile** touch controls; built from **scratch** in one week.

Zengo & Rengo – 2D Cooperative Puzzle Platformer

Game Zanga 13 – Jul 2025

Role: Game Mechanics, Animation, Environment Design

- Developed a fast-paced **2D** game in **72 hours** for the largest Arabic game jam (**650+ participants**).
- Designed and implemented core mechanics: co-op item exchange, portals, and energy systems.
- Ranked **Top 10 overall** (out of **170+** games), with **4th in Theme** and **9th in Creativity**.
- **Most rated** game in the Gamejam with top visibility.

Cards and Sacrifices – 2D Adventure Deck-Builder

Game Jam Project -June 2025

Role: Lead Developer (Core Mechanics, Gameplay Systems, UI/UX, Visual FX, Narrative).

- Developed a complete top-down 2D game in just **36 hours** during a competitive game jam.
- Designed and implemented core gameplay systems including card interactions, player movement, combat, and puzzle logic.
- Built all UI/UX systems and visual effects; created dialogues and narrative interaction flow.
- Awarded **2nd Place Overall** and won **Best UI/UX & Player Experience**.

The Undivided – 3D Survival Adventure Game

Feb 2025 - May 2025

- Developed the **interaction system** using **Singleton** and **Delegates**, reducing memory footprint by **25%** and ensuring dynamic text updates across multiple in-game objects.
- Contributed to level design, incorporating parkour and mission-based progression.
- Built core gameplay mechanics including item collection, and enemy AI.
- Optimized performance to maintain **60+ FPS** on mid-range PCs under high activity.

Hajzi Application - Demo Video.

Sep 2024 - Jan 2025

Developed a full-stack Flutter app for appointment booking with frontend and backend,

Extra projects : Maze Solver & Generator // AI-Aqsa Online Store

Jun 2023 - Jul 2024

EDUCATION

Computer Engineering, An-Najah National University

Nablus, Palestine

GPA: 3.33/4

Sep 2020 - Nov 2024

SKILLS

- **Game Development:** Unity 2D/3D, XR Interaction Toolkit, Built-In Render Pipeline, Game Physics, UI/UX
- **XR & VR:** Meta Quest 2 & 3, VR Interaction Design, Performance Optimization
- **Programming:** C#, Java, C++, Dart, JavaScript, PHP, Python
- **Tools:** Unity Version Control (Plastic SCM), Unity Profiler, Git, GitHub, Miro
- **Other:** Agile Workflow, Cross-functional Collaboration

Certifications & Awards

2nd Place & Best UI/UX Award – *Gaza Sky Geeks Game Jam 2025*

Unity Game Development (C# & Unity Engine) – (*Gaza Sky Geeks*)

Certified in Soliya's Virtual Exchange Program - (*Soliya*)