SEIF ADDEEN AL-TAHAN

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PROFESSIONAL SUMMARY

Motivated Business Information Technology student at PSUT with a dedicated focus on video game development. Specialized in the Unity game engine and C# scripting to build immersive 2D and 3D experiences. Highly driven to expand technical capabilities in gameplay mechanics, AI behaviors, and interactive systems to contribute to innovative gaming projects.

CORE SKILLS

- **Game Development:** Unity, C# Coding, Gameplay Mechanics, AI Behavior, UI/UX, Optimization
- **Tools & Soft Skills:** Adobe Photoshop, Premiere Pro, Project Management, Teamwork, Critical Thinking

EXPERIENCE & PROJECTS

Game Developer | TilesSector (2D Puzzle Platformer)

- Programmed a 2D platformer in Unity with C# scripts governing player movement, animations, collision detection, and health.
- Scripted distinct enemy behaviors, projectiles, environmental hazards (spikes), and puzzle-solving mechanics including coin/key collectibles and interactive buttons.
- Managed game states and data persistence across levels using scene management and game session controllers.

Intern Community Manager & Game Developer

Evolite Studio | May 2026 - Present | Remote Internship

Game Developer Intern

Mad Hook | Jul 2025 - Sep 2025 | Amman, Jordan (Hybrid)

- Developed a game from scratch, handling core coding and technical development after completing the Unity Junior developer pathway.
- Analyzed the codebase of "Amer Fighting" to master commercial game architecture and the importance of performance optimization.

Game Developer | House Hunter (3D FPS)

- Engineered a 3D FPS in Unity utilizing C# for robust player mechanics, including camera look controls, head bobbing, and a weapon recoil system.
- Implemented enemy AI behaviors, dynamic spawners, interactive targets, doors, health pickups, and adjustable light strength.
- Designed the UI/UX architecture, establishing menu handlers, score tracking, and touch-look areas.

EDUCATION

Bachelor of Business Information Technology - BIT

Princess Sumaya University for Technology | Jun 2023 - Jun 2026

- Grade: 92.6%

CERTIFICATIONS

- **Game Dev:** Unity Junior Programmer (Jul 2026) | Game Development (Oct 2023) | Intro to Game Dev using Unity (Aug 2019) | Hour of Code (Mar 2019)

LANGUAGES

English (Professional) | Arabic (Native)