

# OMAR ABU RUB

Game Developer & Designer



## CONTACT INFO

### ADDRESS

Amman, Jordan

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## PROGRAMMING LANGUAGES & FRAMEWORKS

Python	Java
C#	C++
JavaScript	NextJS
SQL	MongoDB
React	MATLAB
Bukkit	ASP.NET

## SOFTWARE

Godot	Unity
Gamemaker Studio	
Articulate Storyline	
Reaper	Audacity
Arduino	Linux
Git	OpenEDX

## LANGUAGES

Arabic (Native Speaker)  
English (C2 Fluent)

## ABOUT ME

I'm a technical Research and Development Officer with a background in programming, game development & design, e-learning development, and more. I've built everything from interactive courses to educational games and advanced software solutions. I'm excited to bring my creativity, technical expertise, and creative problem-solving skills to projects that make a real impact.

## EXPERIENCE

NOVEMBER 2023 – PRESENT

**Research and Development Engineer**

- Developing activities which deliver learning through Gamification using Unity, Gamemaker Studio, and Articulate Storyline.
- Designed engaging board games from scratch.
- Produced multiple research documents in different aspects, collecting relevant information from various sources.
- Worked closely with a team of Instruction Designers, Graphical Designers, and E-Learning developers.
- Found and integrated solutions for complex technical problems.
- Explored Learning Management solutions and platforms like Moodle, OpenEDX.
- Analyzed training needs for clients.

JANUARY 2022 – APRIL 2023

**Minecraft Java Plugin Developer (Remote)**

- Created a tool for Storytellers to program their quests into the game without prior Coding knowledge (Legends of the land)
- Integrating WRLD Tokens into Minecraft Events (noName Ideas)
- Making an employee clocking system for Minecraft builders (noName Ideas)

## EDUCATION

**Portsmouth University (September 2023 – June 2024)**

*BSc (Hons) Computing and Information Systems (Top-Up)*

*Amman, Jordan (Remote Learning)*

▪ Graduated with Upper 2<sup>nd</sup> class Honours  
**Karabuk University (October 2020 – June 2023)**

*2 years of BEng, Computer Engineering*

*Karabuk, Turkey*

## SKILLS & INTERESTS

### General

Creative Problem Solving  
Critical Thinking  
Planning  
Research skills  
Documentation  
Communication Skills  
Business Analysis

### Gaming

Game Development  
Game Design  
Game System Analysis  
DnD

### Music

Music Production  
Music Theory  
Basic Sound Design

### Technical

Debugging  
Data Visualization  
Command-Line configuration  
Animation Programming  
Basic Back-End programming  
Basic Front-End programming  
Basic Computer Vision  
Advanced Minecraft Plugins

### Interests

Writing  
Cryptography  
Puzzles  
Geography

### Graphical

Basic Pixel Art  
Basic 3D Modelling  
Basic Computer Graphics

- 3.5/4.0 GPA
- Studied abroad at UHK in Hradec Kralove, Czech Republic (September 2022 – January 2023)

## PROFESSIONAL COURSES

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### Programming Courses:

- 1M Arab Coders Initiative - Full Stack Developer Track, Python (Online, Apr 2018)
- Robot Programming and Arduino course (20 Hours, March - May 2019)
- Harvard Cs50 Course - Game Development Track, Lua and Unity C# (Online, 2020)

### Technical Courses:

- STEM Intermediate Program (72 Hours, October 31st - December 14th 2016)
- Introduction to Cyber Security (3 Hours, February 2024)
- Basics of Cyber Security (3 Hours, February 2024)

### Other Courses:

- Creative Problem-Solving Program (September 2011 -> June 2013)
- Toastmasters International Youth Leadership Track (July 2018)
- Intelligence Games (12 Hours, July 2024)

## VOLUNTEER WORK & FUN STUFF

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- **Gifted Kid Academy (different than program):** Summer club for children lasting entire summer (2012)
- **The Excellence Club:** After-School activities, and some charity for the Tanmiah Committee (2014-2016)
- **Shukran Initiative:** Founded and volunteered in school to help clean school and appreciate the work of janitors (2018)
- **Abu Nusayr Quranic Center:** Volunteered in a charitable summer club (2023 and 2024)