Juma Abdulla Omar Al Dalail Al Remeithi

Generalist game developer with a great interest in computer graphics, & the underlying theory/mathematics behind computer graphics & general 3D engines.

Github	github.com/j-2k	**Website**	j-2k.github.io
LinkedIn	linkedin.com/in/jumaalremeithi	**Location**	Dubai, UAE
Email	jumaadbusiness@gmail.com	**Languages**	English & Arabic

TECHNOLOGIES

- **Advanced** — Unity, C#, HLSL/GLSL
- **Intermediate** — C++, Github/Git, SFML, JavaScript, HTML/CSS, MongoDB,
- **Other Software** — Photoshop, Blender, Sony Vegas, Premiere Pro, 3Ds Max

WORK EXPERIENCE

Digital Dubai Authority — Nov. 2022 – Present
Software Developer — *Dubai, UAE*
- Worked on POCs such as Metaverse & Hackathon projects, using Unity & worked on the whole pipeline including all custom shaders, & the implementation of UAEPASS.
- Front-End Development of UAE PASS Selfcare Website & UAE PASS Web Kiosk.

Blue Monocle Software — Dec. 2021 – Jan. 2022
Game Developer Internship — *Dubai, UAE*
- Game Tester & Gameplay Developer.
- Aiding all other non-developer roles with the Unity Engine, such as animators, editors, & artists.

Knotgames — Feb. 2021 – May. 2022
Game Developer – Self-Employed — *Dubai, UAE*
- Generalist gameplay developer & shader developer.
- Back-end & Front-end developer, using MongoDB, JS, NJS, Express, & Unity.
- Worked on Multiplayer Networking integration using Photon.

EDUCATION

SAE Institute Dubai — Feb. 2019 – May. 2022
Bachelor of Games Development (GPA 6/7) — *Dubai, UAE*
- Specialised in Games Programming, with a secondary focus on Games Design.
- Elective choice in 3D Modelling & Animation, using software such as 3Ds Max & Photoshop.

SAE Best Game Project Awards
- **Pablo Let's Go Bar!** — **Feb. 2021 – Aug. 2021**
  - Won showcase for best 2021 game project "Pablo Let's Go Bar!". PLGB on Itch.io
- **Baa-Phomet!!!** — **Jun. 2020 – Sep. 2020**
  - Won showcase for best 2020 game project "Baa-Phomet!!!". Baa-Phomet!!! on Itch.io
- **Colours** — **Oct. 2019 – Dec. 2019**
  - Won showcase for best 2019 game project "Colours". Colours on Itch.io

High School Diploma ####### 2004 – 2018

International School of Choueifat Dubai   (86%) ###### *Dubai, UAE*

- English, Mathematics, Statistics, Economics, Business, Arabic, & Islamic Education.

CERTIFICATIONS, INTERESTS

Certifications

- Accelerated Computer Science Fundamentals Specialization in C++ [(Proof Of Completion)](#)
- Object Oriented Programming in Java [(Proof Of Completion)](#)
- All other Certifications can be viewed on my [Linkedin](#)

Interests

- Computer Graphics topics like Rasterization, PPFX, Raytracing, DirectX/OpenGL/Vulkan, & Shaders.

PROJECTS

Software Renderer ########### Jan. 2024

- I have created & learned how a 3D renderer works. Mainly done to understand what graphics specialisations (Vulkan, OpenGL, DirectX) do in the background. [Software Renderer on Github](#)

Raytracing Project ########### Jun. 2023

- I am creating a raytracer from scratch to help myself understand crucial computer graphics concepts & essential mathematics required for computer graphics. [Raytracing Repository on Github](#)

Zolanore ########### Jan. 2022 – May. 2022

- Single-player, RPG, Hack N Slash, game. Worked as the Lead Developer, Designer, & Team Leader. [Zolanore on Itch.io](#)

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Boss Bunny Game Jam ########### May. 2021

- Participation in the BBGJ with an official entry called James Wick. [James Wick on Itch.io](#)

Global Game Jam ########### Jan. 2021

- Participation in the game jam with an official entry called Skill Crisis. [Skill Crisis on Itch.io](#)

You can check my site [here](#) for a list of all the projects I have participated in/worked on.