Mohamad Nabil Oueida MSc

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Profile

An innovative, analytical, and self-motivated Game Designer and Researcher with a background in Software Engineering and Project Management.

- ❖ Over 4 years of experience in Software Development and Game Design in project/ intern/ professional roles. Strong background in programming, database management, research & analysis, mixed research methods, game theory, game mechanics, project planning, team collaboration, and reporting.
- ❖ Demonstrated ability to balance creative, conceptual ideas with technical execution to deliver iOS applications, user interfaces, and games in Agile production environments.
- ❖ Specific career interest in Game Design and Game User Research, with a diverse foundation of knowledge/ experience in economics, project management, and information science.
- ❖ Core competencies include, technical documentation, meeting facilitation, impact-driven presentations, proposal development, client communications, and deadline management.
- ❖ Proficient communication, liaising, and leadership abilities (both working independently and as part of teams). Proven ability to establish a positive rapport with clients, project partners, colleagues, superiors, and other professionals while working in fast-paced environments.
- ❖ Trilingual, fluent in Arabic, French & English.
- ❖ Advanced user of *Microsoft Office Suite,* as well as specialized languages and applications:
  - ❖ **Programming:** *C, C++, C#, Swift, SQL (1000+ Lines of Code), Java, Haskell, MIPS, Unix, Python, R, OpenGL*
  - ❖ **Applications:** *SQL Management Studio, XCode, Android Studio, Maya 3D Modelling, Unity, Eclipse, GitHub, Perforce, Tableau, R Studio, Figma, GoDot*

Education

Northeastern University | USA   2024

Master of Science, Major in Game Science and Design

Syracuse University | USA   2020

Bachelor of Science, Major in Computer & Information Science, Minor in Economics & Computer Gaming

College Protestant Français | Lebanon   2015

Scientific French Baccalaureate

Experience

Teaching Assistant in Game Design | Northeastern University (Boston, MA)   Sept. 2023- December 2023

- ▪ Assisted the Professor Dr. Bob De Schutter in Managing the class of GSND 5110 (Game Design and Analysis) and helped guide students in the development, analysis and design of their games.
- ▪ Graded students based on Game Design Documentation, MDA Framework for Game Design and Rubric provided by the Professor.
- ▪ Provided articles and readings to help educate students more in the topics of Game Design, especially accessibility.

Software Engineer (Intern) | Implicit Conversions (La Honda, CA) (Remote)   May 2023- September 2023

- ▪ Drove the successful implementation of a gamepad remapping feature for PlayStation 1 and PlayStation Portable emulators in C++ which will help players customize their experience when playing classic games on PlayStation.4 and PlayStation 5.
- ▪ Worked within an existing project and code base as well as pre-existing abstractions like ImGui. I reused code structures, transitioned to individual source files, and aligned my code with team practices, making sure that my code had no redundancy, was clear, purposeful, and showed its intent.
- ▪ Addressed challenges with a structured problem-solving approach, emphasizing a thorough Development Document before starting the development of the Gamepad remapping feature.
- ▪ Communicated effectively and worked in synergy with others, displaying a readiness to ask questions and seek clarification when needed. Helping to facilitate my contributions and the overall completion of the Gamepad Remapping feature.

Associate Software Developer, Engineering Dept. | OpenText (Waterloo, ON)   June 2020- August 2022

- ▪ Provide technical leadership in updating features/ versions of components in the Intelligent Capture Project, including the Intelligent Capture Mobile SDK/ Sample App, Intelligent Capture Administrator Module, Completion Module, Identification Module, and Database.
- ▪ Act as a technical expert for client meetings/ demonstrations and support the collection of end-user feedback/ issues to directly inform process and project improvement.
- ▪ Contribute to project management activities in a client-centric production environment, regularly participating in scrums and project status reporting.
- ▪ Plan and manage the deployment of a scaled Intelligent Capture on Microsoft Azure Cloud, supporting all activities with technical/ process documentation for use in the company's Champion Toolkit.

Game Designer (Intern) | Burnt Orange Studios/ Syracuse University (New York, NY)   Jan. 2020- May 2020

- ▪ Assisted the game design team in the design of game levels/ mechanics while acting as a consultant Gameplay/ Game Mechanic for the overall project.
- ▪ Led issues resolution/ escalation management in both programming and game mechanics activities.
- ▪ Prepared an in-depth report/ consulting document for the project team as a technical roadmap for future developers working on the project (after graduation). The report provided detailed technical specifications for building the game on Unity, considering potential game mechanics and industry trends.

Game Design/ Development (Intern) | Game Cooks SAL (Lebanon)   June 2019- Aug. 2019

- ▪ Developed and delivered a multiplayer game using Photon 2 in Unity with network/ player synchronization, while supporting testing/ debugging for the entire project in an Agile production environment.
- ▪ Created a 2D Metroid Vania Style game in Unity with animations, enemy AI, and gameplay using C#.
- ▪ Contributed to daily scrum meetings, code reviews, testing/ game balancing activities, and springs, working to meet deadlines/ specifications.

Analyst (Intern) | Valoores (Lebanon)   June 2018- Aug. 2018

- ▪ Reporting directly to the senior leadership team, conducted in-depth research on current/ emerging industry trends, development methodologies, and regulatory requirements to support various product

development and knowledge-driven initiatives. Presented research findings, insights, and strategic recommendations.
- ▪ Researched, developed, and proposed a concept for an intelligent recommender system for the banking industry in the Middle East, conducting extensive research and analysis on various approaches, including collaborative filtering, deriving the context of the product, and hybrid filtering. Prepared wireframes and FSDs to support the web development team in managing technical/ business requirements.
- ▪ Prepared and presented weekly information seminars on topics of interest in analytics, bridging current research with recommendations for practical application within the company. Topics included Infonomics, R Packages, SQL Functions, and Data Visualization. Produced thorough, data-driven presentations on new topics each week.
- ▪ Supported the company's application/ interpretation of IFSR9 to manage quality assurance activities. Researched and reported on the IFRS9's implications on current operations.

IOS Developer (Intern) | Nova4   July 2017- Aug. 2017

- ▪ Supported the development of a cleaning service's application, directly developing the User Interface and API using Postman.
- ▪ Regularly collaborated with the project team to manage requirements and issues, preparing regular reports for the client. Assisted in technical demonstrations, collecting client feedback and change requests for the UI.

Systems Administrator (Intern) | Guardia Systems S.A.I.   June 2014- July 2014

- ▪ Assisted in the daily maintenance and monitoring of the CCTGV Analog/ IP, Intrusion Alarms, Access Control, and People Counters. Supported a team in incident handling and daily service management duties.
- ▪ Stayed up-to-date on current and emerging software and maintenance techniques.

Training & Professional Development

- ● **Course Completions-** Mobile Application Programming, Object-Oriented Programming, Financial Economics, Introduction to Database Management, Introduction to Artificial Intelligence, Randomized Algorithms.
- ● **Course Completions-** Economic Ideas & Issue, Intermediate Microeconomics, Intermediate Macroeconomics, The Economics of Social Issues, Financial Economics, Game Theory in Economics.
- ● **Course Completions-** Introduction to CAR 3D Animation/ VFX, Topics in Computer Gaming, Virtual Reality Production, Introduction to Computer Graphics
- ● **Course Completion-** Game Design and Analysis, Mixed Research Methods. Exploratory Game Design, Psychology of Play, Spatial and Temporal Design, Player Experience, Data Driven Player Modelling.

Project-Based Experience

- ● **Game Designer, Programmer, User Researcher and Project Manager -** Capstone Project at Northeastern University
  - ● Designed and developed "Gambit's Gauntlet" with the aim of doing Game User Research around the topic of how Player Power Dependency Imbalance can affect Cooperation between Players. It is a split-screen cooperative game where players cooperate and face platforming and puzzle challenges that require communication. The purpose of designing this game was to study how an imbalance in power between players can potentially affect cooperation, leadership and future friendship quality between teammates.
- ● **Game Designer, Programmer and Project Manager -** GSND 6240 - Exploratory Game Design (Spring Semester 2023)
  - ● Designed and developed "Global Agenda: Headlines of Influence". It is a game where players get hold of a news station and get to influence the world and its politics via the headlines they choose to publish. The purpose of designing this game was to show how False Information and Media can be used to influence the world we are a

part of by giving that power to the player. I mainly designed and programmed most of the games functionality while managing the project with my colleagues.

- **Game Programmer –** Global Game Jam 2023 at Northeastern University Boston (February 2023)
    - Programmed in C# a Dialogue system for our Point and Click detective game called "Flora Park Mystery" that we developed in 48 hours for the Global Game Jam this year. I mainly programmed the dialogue system as well as the point and click functionalities.
- **Game Design and Development –** GSND 5110: Game Design and Analysis (Fall Semester 2022)
    - Designed and developed a 2.5D Platformer on the Unity Game Engine called Snatched where the player snatches/steals NPC/Enemy forms to complete challenging levels with puzzles revolved around switching forms.
- **Website Development-** *Blockhacks Montreal Hackathon* (2018)
    - Developed a website to support newcomers to Canada in managing and tracking immigration/ documentation requirements upon entry. Using email capture, the website provides personalized messaging for the user depending on their status when entering the country and generates a list of requirements. The site tracks progress of applications and documents and sends reminders to the user when needed/ if they stop interacting with the website, all in their preferred language.

- **Multithreading Project-** *CIS 554: Advanced OOPS* (2018)
    - Developed a multithreading application using C++ that simulated a factory with Part Workers, including Buffer Status and Product Workers functions.

- **iOS Application Development-** *CIS 454: Software Implementation* (2018)
    - Contributed to a team to develop an iOS application that stores and updates child medical records at school, providing parents with real-time access and messaging from school healthcare professionals. Directly developed the User Interface and Database (using firebase) and led project management activities as the Scrum Master and final presenter.

- **Digital Project Consultant-** *MG Holdings* (2017)
    - Assisted in the planning, research, and presentation of a digital healthcare expansion proposal for a regional provider in Italy. Participated in client presentations and led meeting administration/ briefing, reporting directly to the CEO.