



WALID AL BABI

📍 ABU SAMRA, RFAIYYA, TRIPOLI, NG, LEBANON



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EXPERIENCE

GrowUp -> 02/2017 – 02/2020

TRIPOLI /// GAME DEVELOPER

- Made 2D Platform game, AR application for the Lebanese army, 25 AR/games samples .
- Solve challenging and complex problems around cross-platform game development and live operations.
- Help to scope, estimate and coordinate sprint tasks and work with cross-functional team including product, QA, design and art.
- Drive the creation of scripts / tools to help streamline the development, automated test, build/deploy, content, and art integration processes.
- Analyze code and present technical options.
- Contribute ideas in a collaborative, supportive team environment.
- Fix bugs during development and in production.

SELF MADE -> present

GAME DEVELOPER

Zombie Game:

I made a complex Zombie games with Advanced unity animations ,Advanced AI System,Advanced audio pooling system, Advanced quest System.

MMORPG Game:

- Graphics System
- Basic Inventory System
- Combo System
- Intermediate AI System

EXPERT GAME DEVELOPER

I am Expert Unity Developer(4 Years Experience) dedicated to providing the work to our clients, meeting the highest quality standards, client specifications & timely delivery of services

Mobile | PC Games Development Experienced in Unity3D, Unity2D, Experienced in Action, Simulation, 2D platformers, casual, indie games, multiplayer, Photon Network & arcade, Artificial Intelligence.

I have managed, produced, and developed world-class mobile games. Highly proficient and sleek programming and managing skills have enabled me to develop, deploy and even market some of the best games (from simple and small to huge and addictive 3D games) of the highest quality.