

Sami Alodyani

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Profile

Computer Science graduate with a passion for technology and continuous learning. Motivated to develop new skills, stay updated with emerging trends, and make a positive impact. Eager to apply my knowledge in a supportive and innovative environment.

Education

Bachelor's degree in Computer Science, Shaqra University

09/2019 – 06/2023

GPA: 4.44/5 with Second Honor Degree

Courses

Tuwaq Academy Unity Game Development Bootcamp (in partnership with Misk Skills)

04/2025 – 07/2025

An intensive bootcamp in game development using Unity, with a focus on practical skills, teamwork, and project-based learning.

Certificates

- Junior Penetration Tester (eJPTv2), eLearnSecurity

Selected Projects

Lost in Dust (Bootcamp Game Forge, Solo)

A short psychological survival game set in a hostile desert, where players must manage their sanity and escape shadowy threats before madness consumes them.

Endless Hallway (GTDV Game Jam 2025, Solo)

first-person puzzle mystery set in an endless, looping hospital corridor, where players must spot subtle anomalies to progress and escape.

The Payday Arena (Graduation Project, Team – Game Design, UI/UX)

A third-person Souls-like set in a Roman colosseum, where a fallen gladiator fights for redemption in a series of challenging boss battles.

Skills

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|--------------------|----------------------------|-------------------------------|
| • Game development | • Game design | • Level design |
| • Game prototyping | • Playtesting | • Bug identification & fixing |
| • Adaptability | • Teamwork & collaboration | • Problem-solving |

VOLUNTEER EXPERIENCE

Nazaha Club Leader, Shaqra University

Led student club initiatives focused on integrity and ethical awareness.

Languages

Arabic

English