SOMAYA ZAHEERELDEEN

Game Programmer and Artist

CONTACT

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OBJECTIVE

Undergraduate Game Design student studying at George Mason, seeking part-time employment and internships to help me pursue a career in the Game Design industry.

WORKPLACE SKILLS

- Game Development with Unity and Unreal Engine.
- Multiple years of experience in graphic design with Adobe products, Canva, and Procreate.
- Programming in multiple languages including C#, Java, C++, Python, and C
- Proficient with the Adobe Suite including Photoshop, Illustrator, Substance Painter
- Intermediate with 3D modeling, rigging, skinning and animation with Autodesk 3Ds Max
- Intermediate with Unity VFX graph and shaders
- Proficient in Office 365 programs
- Experience working with different age groups
- Fluent in Arabic and beginner in French
- Quick and eager learner

BIO

Somaya Zaheereldeen is a talented game programmer and artist at the Historical Movement Archive, specializing as a technical artist. She excels in bringing life to projects through visual effects and shaders and seamlessly integrating the work of her peers while maintaining the company's standards. Somaya believes games bring comfort and solace to people struggling to find it in their everyday lives.

Somaya has showcased her latest project Chroma Spectra at the Hashtag Con x Indie Series convention. She was honored with the Honors College Community Choice Award for Outstanding Presentation for her game research.

Somaya is working towards a BFA in Computer Game Design at George Mason University.

PROJECTS

Time Bound *Team of 30 | Spring 2024*
Skills: Programming Lead for team of 9, Unity, Programming with C#, Lighting.
- Showcased at the GMU Senior Game Expo

Chroma Spectra *Team of 5 | March 2023 - March 2024*
Skills: Producer, Unity, post processing, programming with C#, sound design system
- Showcased at the Hashtag Con Indie convention and GAMEMason student game showcase

Blast- Walljump *Team of 6 | Spring 2023*
Skills: Unreal, game mechanics programming with Unreal Blueprints, UI and UX design

Haunt-Ville *Solo Project | Spring 2023*
Skills: 3D modeling environmental props and buildings in 3Ds Max. World design and Post Processing in Unity

WORK EXPERIENCE

Technical Artist

Historical Movement Archive | Jan 2024 - Current

- Implementing Unity skills to enhance peer assets with shaders and visual effects and aligning them with project standards. Applied lighting skills to illuminate a multi-floor amphitheater, balancing natural and artificial light sources.

Senior LEGO Robotics Instructor

Curious Minds Enrichment | Sept 2021 - Current

- Fostering an interest in robotics and coding for kids attending the afterschool and summer programs

EDUCATION

George Mason University

Bachelor of Fine Arts in Computer Game Design (2024)

- College of Visual and Perming Arts, Dean's List
- Minor in Computer Science