

EBBEN M. ALHINDI

SOFTWARE DEVELOPER

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github.com/Samurai-Ebben/Portfolio



github.com/Samurai-Ebben



I am a junior programmer with hands-on experience in systems development, programming, problem-solving, data structures, and version control, with experience building, optimizing, and maintaining complex systems. I am a fast learner with a strong interest in scalable and maintainable software.

WORK EXPERIENCES

Work/Internship - place	Brief Description → What I did there
2025-2026 Realdini Studios - UE5 + C++ systems/gameplay Programmer - Intern Lead	<ul style="list-style-type: none">Acted as a lead programmer intern, contributing to core gameplay systems, and taught new recruits.Debugged and refactored legacy scripts, resolving long-standing issues and improving overall system stability.Implemented and managed online multiplayer sessions to support gameplay testing and development workflows.Developed and optimized gameplay and UI systems, including PvP combat interactions (damage/kill logic), performance improvements to UI updates, and a real-time killfeed system displaying player eliminations.
2024-2025 systems/gameplay Programmer - Intern	<ul style="list-style-type: none">Optimized and refactored legacy gameplay scriptsImplemented player and gameplay mechanics (Check more in my portfolio)Developed custom spline tools and editor utilities to improve workflow efficiencyParticipated in design meetings and contributed to puzzle and gameplay design
2024 Elva Entertainment - Unity + C# systems/gameplay Programmer	<ul style="list-style-type: none">Designed and implemented core gameplay systems for an indie title (Home Sweet Gnome)Developed building and interaction mechanics connected to UI systemsCreated a custom grid-based system for placement and interactionCollaborated closely with designers and team members in an early-stage startup environmentGained experience working with game production constraints and iterative development

EDUCATION

Hands-on Game Creator Programmer

Yrgo

Skills:

- C#, C++, Angelscript, BluePrints, .Net
- data-oriented programming
- Game design, teamwork, project management, problem-solving
- Unity 2D, 3D, VR, Unreal Engine 5 3D, Monogame
- GitHub

Bachelor's Computer Science

Högskolan I Skövde

Skills:

- Test automation.
- OOP, Procedural programming, UI/UX, mobile application
- Time management, critical thinking
- Algorithms and data structures

LANGUAGES

English (Fluent)

Swedish (Fluent)

Arabic (Fluent)

AWARDS & CERTIFICATES



C++ Programming for Unreal Game Development

