

Ahmad Nasser

Junior Gameplay Programmer · Godot 4 / GDScript

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SUMMARY

Gameplay programmer in Godot 4 and GDScript. Shipped work across real-time multiplayer networking, client-server architecture, autoload system design, 3D tower defense and Arabic-language game development, including two Global Game Jam entries. Reading Computer Science and English concurrently. Graduating Summer 2027; open to internship and part-time work now.

PROJECTS

Yalla Tfaddal — Local Multiplayer Party Game

Solo · 2026 – Present

Godot 4.7.1, GDScript, WebSockets, HTTP · *Source available on request*

- Built a Jackbox-style local party game for up to 8 players who join from their phones by QR code with no app install — a custom HTTP server delivers the browser controller on port 8080 while gameplay runs over a separate WebSocket channel on port 9080.
- Implemented the networking layer on raw TCPServer with one WebSocketPeer per client, after Godot's built-in WebSocketMultiplayerPeer proved to drop existing clients on every new connection.
- Added token-based session rejoin so a phone that locks or leaves the browser reconnects to its existing player slot rather than registering as a new player.
- Structured the project around six autoload singletons — game state, networking, HTTP, tunneling, audio and UI — and shipped nine minigames on a shared scene-flow and scoring framework.
- Wrote a QR encoder in pure GDScript with no third-party addons, and automated Cloudflare tunnel provisioning with a LAN-IP fallback for offline play.
- Shipped the game in Arabic — Arabic-language UI and content throughout, with minigames adapted from Arabic party-game formats and written for in-person, family-friendly play.
- Ran structured playtest sessions that surfaced client disconnect and rejoin failures, then scoped and shipped a stability pass to resolve them.

Tower Tiles — 3D Tower Defense

Solo · Mar 2025

Godot 4, GDScript · github.com/AhmadNasserx/tower-tiles · ahmadnasser.itch.io/tower-tiles

- Built a grid-based tower placement system with tile validation and a resource economy gating upgrades, with enemy pressure driven by a time-based spawn curve rather than discrete waves.
- Shipped the full 3D gameplay loop solo — building, combat, economy and UI — and published a playable web build through Godot's HTML5 export pipeline, with source public on GitHub.

The Veiled Arcana — Memory Tile Game

Global Game Jam 2026 · Team of 5

Godot 4, GDScript · 3 programmers, 2 artists · realkotob.itch.io/the-veiled-arcana

- Built the card system and mask-switch mechanic behind a memory game whose matching rules change with the active mask.
- Designed the audio architecture as an AudioManager autoload singleton driving music and SFX across card flip, mask switch, match, wrong-guess and hint events.
- Shipped features through an isolated branch merged into main, keeping three programmers working in parallel without blocking each other across a 48-hour deadline.

Dizzy Dash — 3D Platformer

Global Game Jam 2024, Beirut · Team of 6

Godot 4, GDScript · 2 programmers, 4 artists · github.com/realkotob/ggi-2024 · realkotob.itch.io/dizzy-dash

- One of two programmers on a six-person team; built a 3D platformer in 48 hours in which each collected martini progressively distorts the player's controls.
- Integrated 2D art and 3D models from four artists into a shipping build under jam constraints.

Also shipped: Last Stand Standing — 2D bullet-hell with three asymmetric combat styles (EtherX Games, 2024) · Karma — 2D action game built around precise movement and resource protection (2024).

TECHNICAL SKILLS

Engines & Languages Godot 4, GDScript, Java, Python, C#, TypeScript, PHP & MySQL, Flutter & Dart

Gameplay Systems Networking & WebSockets, client-server architecture, autoload / singleton design, state machines, scene composition, audio systems, UI systems, game AI

Practices Design patterns, SOLID, Git feature-branch workflow, pull requests & code review, HTML5 and desktop export pipelines, playtesting & iteration

Writing Narrative design, dialogue writing, creative writing

Localization Arabic-language UI and content design, RTL layout, Arabic party-game format adaptation

Familiar with Unity (engine workflow; no shipped project), Next.js, Adobe Premiere Pro

Languages Arabic (native), English (fluent)

EDUCATION

BSc Computer Science — Beirut Arab University, Tripoli 2024 – Expected Summer 2027
Relevant coursework: Data Structures, Software Engineering, Discrete Structures, Digital Circuits, Numerical Methods
Course projects: SCHEDEX — Java console scheduling system · Linked-list and stack-based 2D fighting game

BA English — Lebanese University, Branch 3, Tripoli 2024 – Expected Summer 2027
Concurrent enrollment across both programs.

EXPERIENCE

Private English Tutor — Self-Employed, Akkar, Lebanon Jan – Apr 2024

- Taught 10 students one-to-one over 4 months, designing per-learner lesson plans and pacing; all 10 finished with strong exam results.

Basketball Coach — Madad / UNRWA, Nahr el Bared Mar – Oct 2022

- Coached a youth squad of 15 players through 72 hours of sessions across 8 months for a UNRWA-funded community program, running drills, conditioning and game-day strategy.

Teacher’s Assistant — Nuwat Association, Nahr el Bared Jul – Sep 2022

- Led small-group instruction and grading across 60 volunteer hours, freeing the lead teacher for one-to-one intervention.

TRAINING & CERTIFICATIONS

- TechTalks Full-Stack Bootcamp — Next.js, TypeScript, PR-based review workflow — in progress, 2026
- Complete Godot 3D: Develop Your Own 3D Games Using Godot 4 — GameDev.tv · 20 hrs · Jan 2026
- Low Level System Design, Design Patterns & SOLID Principles — Prateek Narang · 9 hrs · Dec 2025
- Complete Godot 2D: Develop Your Own 2D Games Using Godot 4 — GameDev.tv · 11.5 hrs · Jan 2025
- Game Writing: Storytelling Through Video Game Design — Jenny Hide · 2.5 hrs · Oct 2024

Full certificate list at ahmadnasserx.com