

Ahmad Nasser

Game Developer · Creative Writer

ahmadnasser05@outlook.com · +961 81 091 511 · Lebanon · ahmadnasserx.com · itch.io · [GitHub](https://github.com) · [LinkedIn](https://www.linkedin.com)

PROFILE

Game developer and creative writer based in Tripoli, Lebanon, specialising in Godot 4. Portfolio spans 2D and 3D titles across multiple genres — bullet-hells, tower defense, narrative platformers, and puzzle games. Actively ships projects independently and through game jams, combining technical ability with a strong focus on storytelling and player experience.

SKILLS

Game Engines: Godot 4 (Excellent), Unity (Very Good)

Game Development: GDScript (Excellent), C# (Moderate), 2D & 3D Dev (Very Good), Game AI (Good), Game Design (Excellent)

Programming: Java (Very Good), Python (Good), Flutter & Dart (Good), PHP & MySQL (Good), Design Patterns, SOLID Principles

Writing & Creative: Creative Writing (Excellent), Narrative Design, Game Writing, Dialogue Writing

Tools: Adobe Premiere Pro, Git / GitHub

Languages: Arabic (Native), English (Fluent)

PROJECTS

The Veiled Arcana

Jan 2026

Personal Project

- Memory tile game where the rules change dynamically based on the active mask, requiring players to constantly adapt strategy.
- Built in Godot 4; collaborative project.
- [Play on itch.io](http://itch.io)

Tower Tiles

Mar 2025

Personal Project

- 3D tower defense game featuring strategic tile placement, resource management, and escalating barbarian waves.
- Built solo in Godot 4; full source code available on GitHub.
- [Play on itch.io](http://itch.io)

Last Stand Standing

Jun 2024

Personal Project

- 2D bullet-hell where three food stands — lemonade, burger, candy — battle with distinct combat styles on a chaotic shared battlefield.
- Developed in Godot 4 under the EtherX Games label.
- [Play on itch.io](http://itch.io)

Karma

May 2024

Personal Project

- Focused 2D action game centred on precise movement and resource protection. Developed in Godot 4.
- [Play on itch.io](http://itch.io)

Dizzy Dash

Jan 2024

Global Game Jam 2024 · Beirut

- 3D platformer built in 48 hours at GGJ 2024. Each martini collected progressively warps the player's controls, increasing difficulty comically.
- Coded in GDScript; collaborated with a team under jam constraints.
- [Play on itch.io](#) ·

EXPERIENCE

Private English Tutor Jan 2024 – Apr 2024

Self-Employed · Akkar, Lebanon

- Delivered one-on-one English lessons tailored to individual student needs and learning goals.

Basketball Coach Mar 2022 – Oct 2022

Madad / UNRWA · Nahr el Bared, Lebanon

- Volunteered as a youth basketball coach, accumulating 72 hours of coaching sessions.

Teacher's Assistant Jul 2022 – Sep 2022

Nuwat Association · Nahr el Bared, Lebanon

- Supported classroom instruction as a volunteer teaching assistant over 60 hours.

EDUCATION

BSc Computer Science 2024 – 2027

Beirut Arab University · Tripoli, Lebanon

CERTIFICATIONS (SELECTED)

- [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
- [Flutter & Dart — The Complete Guide \[2025 Edition\]](#) — Academind · 30 hrs · Jul 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
- [Adobe Premiere Pro CC Masterclass](#) — Phil Ebner · 26 hrs · Sep 2024
- [Build Complete PHP MySQL Food Ordering Ecommerce Store](#) — Web Coding · 11 hrs · Dec 2025

Full certificate list available at [ahmadnasserx.com](#)