

Abdalmohsen Alshawarib

Software Developer

✉ abdulmohsen.alshawarib@gmail.com ☎ +966599766163 📍 Dhahran, Saudi Arabia

🌐 linkedin.com/in/alshawarib 🏠 github.com/m7snitor 🔗 alshawarib.com

PROFILE

Computer Science graduate from KFUPM with a concentration in Game Design & Development. Co-founder of QuadByte Studios, with experience in software development, web applications, gameplay programming, and award-winning game projects.

EDUCATION

B.S. in Computer Science

08/2020 – 08/2026

King Fahd University of Petroleum & Minerals (KFUPM)

Dhahran

With concentration in **Game Design & Development**

Relevant Coursework: Video Game Entrepreneurship (A), Game Programming (A+), Game Assets & Mechanics (A+), Storytelling & Character Design (A)

EXPERIENCE

Co-Founder & Developer

11/2024 – Present

QuadByte Studios

Dhahran

- Co-founded a game studio through a CODE / MCIT incubator program.
- Managed project planning, team coordination, and development tasks.
- Contributed to programming, game design, and production decisions.

Computer Science Intern (ITD)

06/2025 – 08/2025

Khafji Joint Operations (KJO)

Khafji

- Completed summer training within the Information Technology Department.
- Gained practical exposure to enterprise IT operations, internal systems, and technical workflows.

PROJECTS

Chrono Flux

11/2024 – Present

Game Project | 3rd Place - KFUPM Gaming+ Game Jam 2024

- Developed gameplay systems, UI elements, and level flow for a roguelike top-down shooter featuring time-switching mechanics and procedural dungeons.

KFUPM MARKET

01/2025 – 05/2025

Web Project | University Marketplace Platform

- Developed a full-stack student marketplace web app for KFUPM students, including item listings, categories, and responsive user flows.

Pithox

08/2025 – Present

CX Game Project

- Designed and developed a playable game prototype for the Game Design & Development concentration and presented it at the Computing Expo.

CaneSee

08/2025 – 05/2026

Graduation Project | Smart Assistive Cane for Visually Impaired Users

- Built assistive software features for a smart cane using computer vision, voice recognition, obstacle detection, and directional feedback.

SKILLS

Programming

C#, JavaScript, Python, Java, SQL

Web Development

React, Node.js, HTML, CSS, APIs

Game Development

Gameplay Programming, Game Design, Playtesting

Professional Skills

Team Leadership, Project Planning, Presentation, Documentation, Problem Solving

AWARDS

1st Place - Global Game Jam 2026 at KFUPM, Elon Mask

3rd Place - KFUPM Gaming+ Game Jam 2024, Chrono Flux

1st Place - Public Speaking Contest, Aramco Summer Program, 2019

LANGUAGES

Arabic

Native

English

Fluent