



SAEED AL-BARG

Psycho-Kinetic@live.com | 050-5173030 | 050-3658038 | www.Psycho-Kinetic.com , Dubai

Summary

Passionate gameplay designer with the ability to concept, prototype, and balance play experiences. Specialized in systems design.

Skills

Game Development:

- Game Systems Design
- Rapid Iteration & Prototyping
- Level Design & Block Out
- Event Based Logic

Software:

- Unity - C# Scripting
- Unreal 4 - Blueprint
- Photoshop - Raster & Vector Designs
- Blender - 3D Modeling & 3D Printing

Psycho-Kinetic

Founder

Entertainment Product Brand

04/2010 - Current

Unity: Castle-Run: 2.5D Action Platformer Runner

07/2018 - 09/2018

- Concepted, implemented and balanced Castle-Run's many systems in C# within 2 months.
- Implemented a responsive Player Controller that perfectly fits the game.
- Architected Power-Ups, Enemies, Breakables, etc... that can be easily inherited from.

Ancient Wars: Non-Digital Fantasy War Card Game

03/2012 - 08/2017

- Concepted, implemented and balanced Ancient Wars' many co-existing systems.
- Developed a solid combat system based on probability and rock-paper-scissor principles.
- Balanced 120 possible combat scenario outcomes resulting in a more engaging experience.

Middle East Film & Comic Con Dubai, UAE

04/2013 - 04/2017

- Demonstrated Ancient Wars from inception to completion.
- Organized activities, challenges and tournaments to promote Ancient Wars.

GenCon Indianapolis, IN

08/2016

- Exposed Ancient Wars to Blindtesting at the First Exposure Playtest Hall.

Geekonomicon Biloxi, MS

12/2015

- Invited to demo Ancient Wars as an Indie Game Developer.

Modding Experience

Co-Designer / Co-Artist

Classic Doom, Heretic and Hexen Mod collaboration with the Designer/Artist Hexen Star.

10/2005 - 09/2009

Classic Doom Mod: Castle Of Doom

Transforms Doom into the ultimate Heretic/Hexen experience, with some Rogue-like elements.

01/2006 - 07/2015

Education

Bachelor of Arts: Graphic Design & Multimedia
University of Sharjah

Certifications

DigiPen Institute of Technology:

- Game Design Workshop
- Video Game Programming Workshop

Udemy Courses:

- The Ultimate Guide to Game Development with Unity
- Blender 3D Modeling for Unity Video Game Development
- Creating Gameplay Mechanics With Blueprints in Unreal Engine

LinkedIn Learning:

- Game Design Foundations: 1 Ideas, Core Loops, and Goals
- Game Design Foundations: 2 Systems, Chance, and Strategy
- Game Design Foundations: 3 Pitch, Propose, and Practice