



Professional Experience

05/2024 – 09/2025 **Sonnenschein Praxis Dr. Basel Allozy**

Praxis Management Assistant

- Organized team rotas, supported communication, and ensured efficient patient flow.
- Managed billing tasks and maintained accurate documentation.

01/2023 – 07/2024 **CWH**

Bar and Hospitality Associate

- Event coordination support
- VIP and high-profile guest management

04/2022 – 09/2022 **Amal Berlin Newspaper publisher**

Camera Assistant (Freelance)

- Assisted with Filming Interviews and Vox pop segments
- Prepared the Cameras and Set up Lighting in preparation for filming

04/2021 – 03/2022 **GamesweekBerlin**

Event Assistance Volunteer

- Guiding Visitors Through Game Experiences
- Stage Operations Support

01/2016 – 03/2017 **VeMo Verband der Migrantenorganisationen, Halle (Saale)**

Interpreter and Translator

- German–Arabic Interpretation for German Authorities
- German–English–Arabic Translation for Doctor–Patient Communication in Hospitals

Game Design Projects

09/2020 – 02/2021 **Tranquility** Responsible for Game Design, Level Design, Game Art. (University Project)
Detailed examples available on my portfolio website."

09/2019 – 02/2020 **Mining** Responsible for 3D Art, Team Management. (University Project)
Detailed examples available on my portfolio website."

04/2019 – 07/2019 **Rent the Tent** Responsible for 3D Art. (University Project)
Detailed examples available on my portfolio website."

10/2018 – 01/2019 **UberClause** Responsible for Level Design, 3D Art. (University Project)
Detailed examples available on my portfolio website."

04/2018 – 07/2018 **Cthulhu** Responsible for Level Design, 3D Art. (University Project)
Detailed examples available on my portfolio website."

Technical Experience



Explanation

Less Than 1 Year Exp	50 - 60%
1 Year Exp	60 - 70%
More Than 1 Year Exp	70 - 80%
2 Year Exp	80 - 90%
More Than 2 Year Exp	90 - 100%

About Me

I am an open-minded, highly motivated, and well-organised expert, specialising in Game Design. I eagerly accept challenges to improve my skills and to grow as a professional. I think clearly and follow a practical approach when solving problems. I am committed to high-quality standards and to seeing things through towards completion. I work well under the pressure, embrace criticism thankfully, and learn fast from experience.

Contact

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Education

09/2017 - 02/2021

Bachelor's Degree Game Design

University of Europe for Applied Sciences
(Campus Berlin), Germany

09/2019 - 02/2020

Computer Game Design

University of South Wales
(Campus Cardiff), UK

- 3D Sculpting and Printing : Sculpting 3D Models in Zbrush.
- Experimental Games: Created game art and 3D models for a mining-themed game.



Languages

Arabic	Mother Tongue
German	C1
English	C1
Turkish	A2



Interests

Gaming Photography

Traveling Sketching