# RASHED KHALIFA

I am a game designer with strong 3D modeling skills, focused on creating amazing gameplay experiences through mechanics, level design, and interactive systems. My work explores how player interaction, environment, and cultural context can shape engaging game experiences.

This portfolio presents selected academic and personal projects developed during my Bachelor's studies in preparation for Master's level education in Game Design.
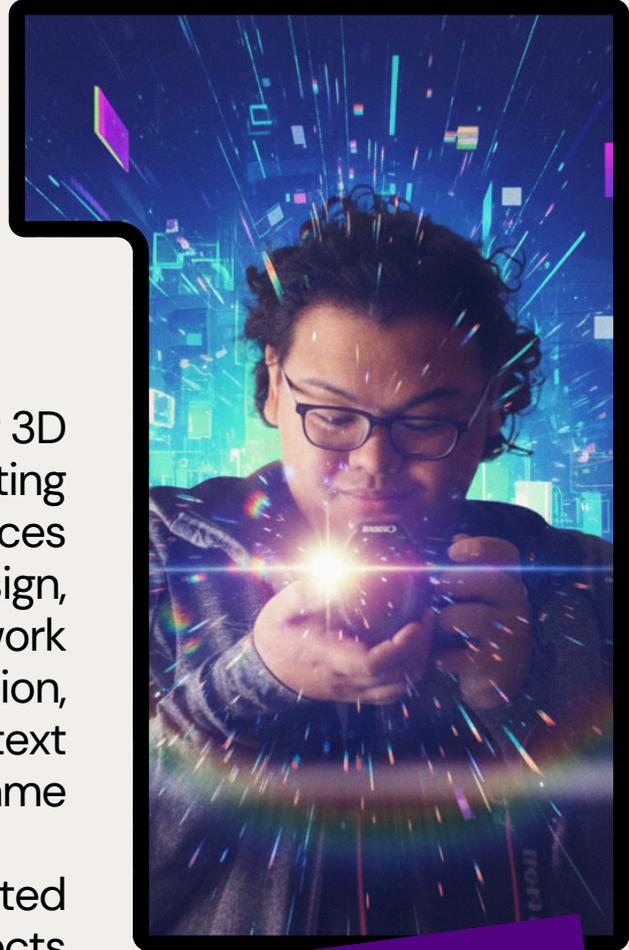
GAME DESIGNER

&

3D MODELER

Skills

- **Game Design & Development:** Unity (C#) , Unreal engine 5 (blueprints).
- **3D, Graphic Design & Image/Video Editing:** 3ds max, Blender, Adobe Substance, Photoshop, Illustrator, Adobe premiere, Adobe lightroom.

Contact info

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SELECTED PROJECTS

Shadows of Petra

Unity / PC / Game Design Lead, Level Designer

Culturally inspired 2D platformer using stance based mechanics and environmental storytelling.

Natures shield

Unreal Engine 5 / PC / Lead Programmer, Level Designer

First-person parkour game centered on stealth navigation, environmental hazards, and fast paced movement through a narrative driven facility.

Goop

Unity / Mobile / Lead Programmer, UI/UX Designer

Casual 3D endless runner focused on obstacle avoidance, score based progression, and accessible controls for a wide audience.

Supporting work

3D modeling and visual assets created to support gameplay development.

Shadows of Petra

Shadows of Petra is a 2D pixel art platformer set in iconic locations like Wadi Rum, the Siq, and the Treasury. Inspired by Petra's cultural heritage, the game blends respectful cultural storytelling with stance based mechanics drawn from local wildlife (Camel, Scorpion, Falcon), alongside platforming challenges, puzzles, and interactive environments.


Details

- **Roles**: Game Design Lead, UIUX Designer, Programmer, Level designer.
- **Game genre:** 2D Action Adventure Platformer
- **Game engine:** Unity (C#)

What I Learned

- Designing layered combat systems with clear player feedback
- Balancing multiple abilities without overwhelming the player
- Integrating audio design to strengthen atmosphere

Images and Video

Video Game play link: https://youtu.be/4iAZhjt2ukw?si=2uMxTx2LxUzTVqeT
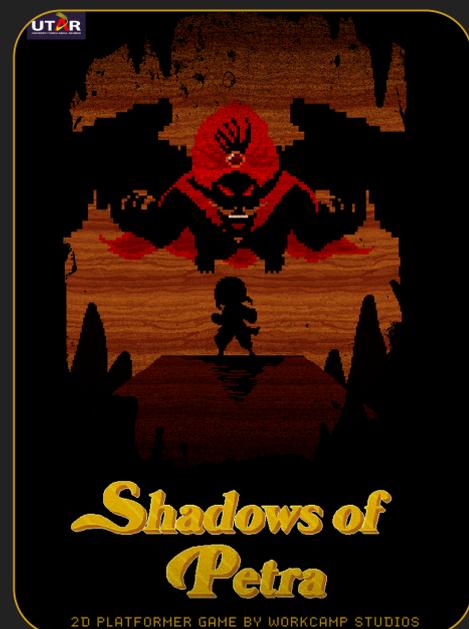
Nature's Shield

Nature's Shield is A stealth focused parkour game where players infiltrate a futuristic facility using movement, timing, and object manipulation to bypass laser security systems. Designed to emphasize planning and spatial awareness over combat. Levels gradually introduce laser mechanics and increase difficulty through harder layouts, encouraging planning and spatial awareness over combat.


Details

- **Role:** Lead Programmer, Gameplay Designer, Level Designer.
- **Game genre:** 1st person parkour game.
- **Game engine:** Unreal Engine 5 (blueprints)

What I Learned

- Practical use of Unreal Engine 5 blueprints for gameplay systems
- How level layout directly affects player tension and pacing
- Iterative level design through playtesting and adjustment

Images and Video

Video Game play link: https://youtu.be/7lmDMlgz_dQ?si=upU6xVLWgjERKh44
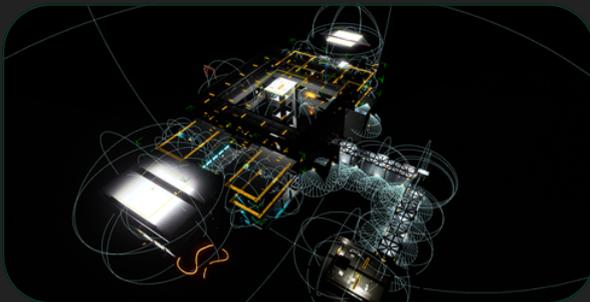
GOOP

A fast-paced 3D endless runner designed around simple swipe controls, lane based movement, and increasing obstacle density to encourage quick reactions and replayability.

Difficulty increases through faster speeds, denser obstacle placement, and riskier collectible patterns.

Visual clarity and responsiveness were prioritized to support quick decision making on mobile devices.

Details

- **Role:** Lead Programmer, UIUX designer.
- **Game genre:** Mobile Endless runner.
- **Game engine:** Unity (C#)

What I Learned

- Designing for mobile first controls and short play sessions
- Balancing difficulty curves in endless runner systems
- Implementing replayability through scoring and progression systems

Images and Video

Video Game play link:
https://youtu.be/xDmE2BwH7p4?si=oJ4TfXX_4sOdMzM_

Supporting work

These are some examples of 3D models and visual assets that were designed and implemented to directly support gameplay mechanics, level structure, and player readability.