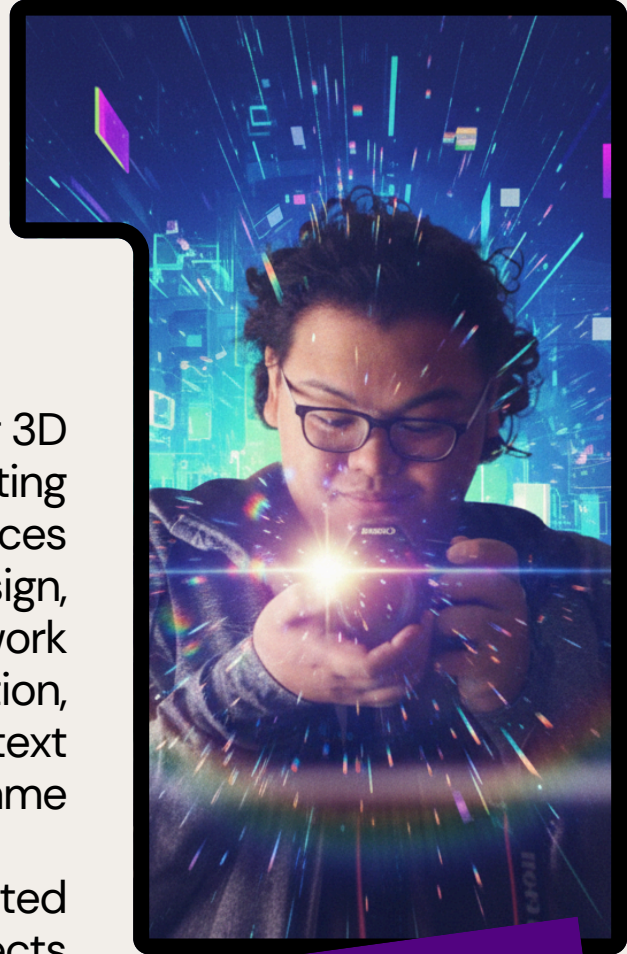


# RASHED KHALIFA

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:** Photoshop, Illustrator, 3ds max, Blender, Adobe Substance, Adobe premiere, Adobe lightroom.

## Contact info

### Email

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### Website

[Rashedkhalifa.com](http://Rashedkhalifa.com)

# SELECTED GAME 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.

# Shadows of Petra

## Details

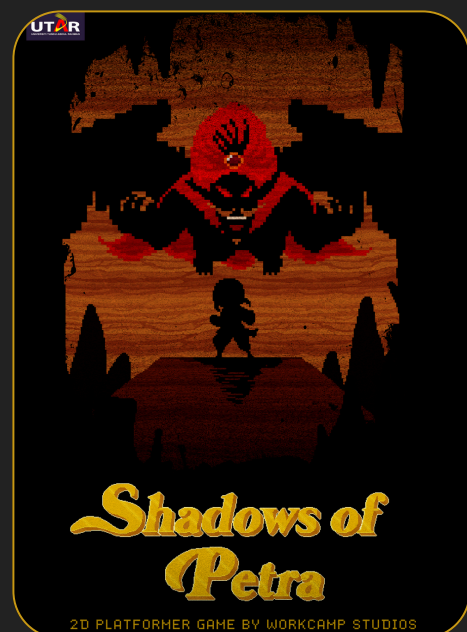
- **Roles:** Game Design Lead, UI/UX Designer, Programmer, Level designer.
- **Game genre:** 2D Action-Adventure Platformer
- **Game engine:** Unity (C#)

## 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

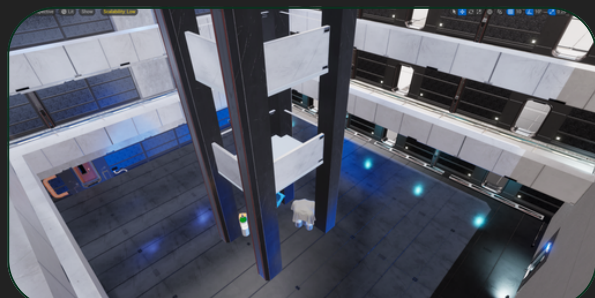
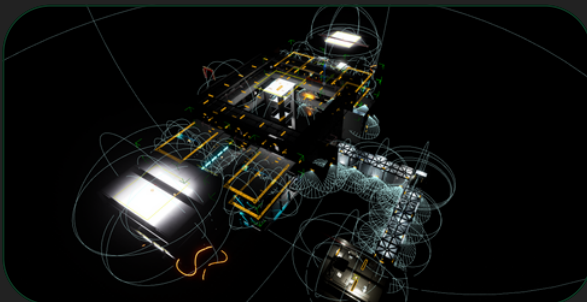
- **Role:** Lead Programmer, Gameplay Designer, Level Designer.
- **Game genre:** 1st person parkour game.
- **Game engine:** Unreal Engine 5 (blueprints)

### 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](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, UI/UX 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:

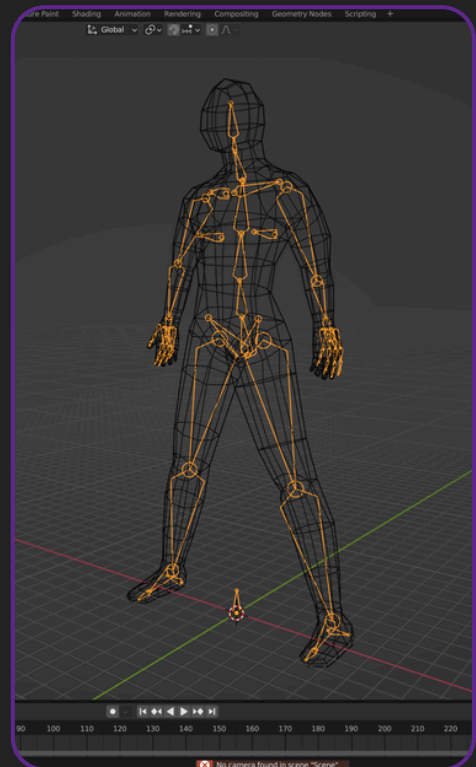
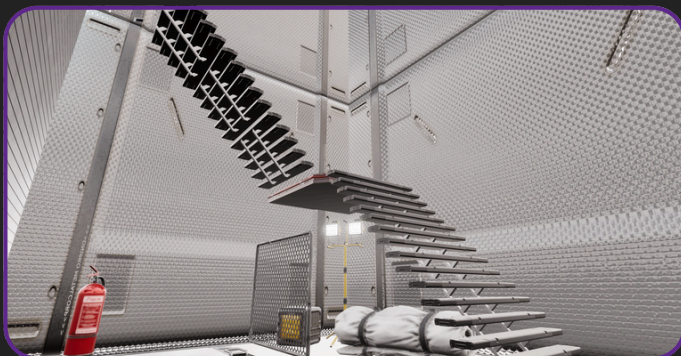
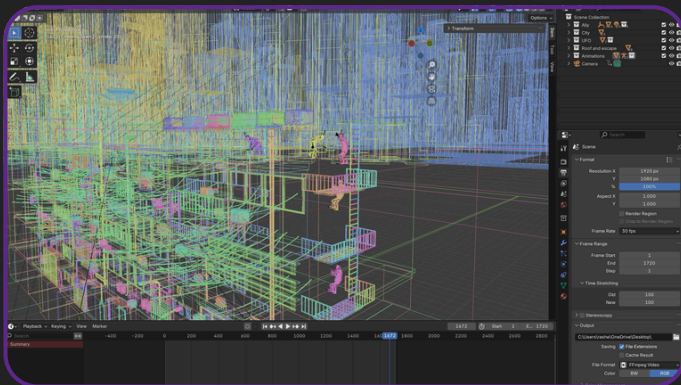
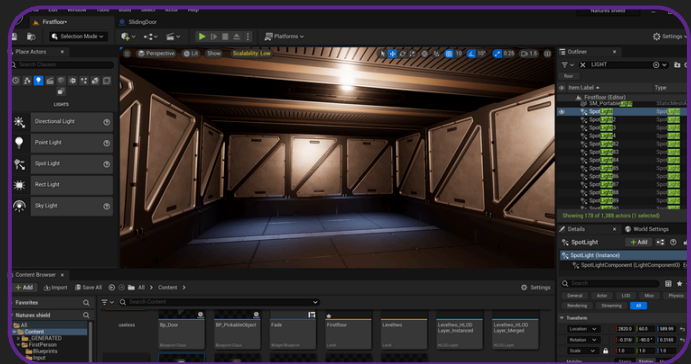
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## Supporting work

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.





# FUTURE GOALS & VISION

## Research Interests

Building Smarter Worlds with Procedural Tools, I want to master tools like Houdini and Unreal's PCG to create complex, modular environments. My goal is to build systems that can generate complex, high-quality environments (like the temples in Shadows of Petra) at a much more faster and at a larger scale. Narrative Lighting and Visual Effects, I am interested in using realtime lighting and Niagara particle systems to tell a story. I want to research how visual effects can guide a player through a level and create tension without needing a lot of text or UI on the screen.

## Vision Statement

"My goal is to go from being a general game developer/designer to a Technical Artist who can bridge the gap between creative vision and technical reality. Having worked as both a Lead Programmer and a 3D Modeler on many projects like Shadows of Petra and Nature's Shield, I've seen firsthand how important it is for art and code to work together.

At FH Salzburg, I want to dive deep into Unreal Engine 5 and procedural workflows to build more immersive, responsive digital worlds. I believe that being a T-shaped generalist is someone who understands the whole pipeline but has a deep specialty is the best way to innovate in today's industry.

I am eager to bring my background in game design and 3D modeling to the interdisciplinary teams at Salzburg and help push the boundaries of realtime storytelling."

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