

Buraq Al Alaeli

Senior Unity Developer | Beirut, Lebanon | Open to Remote / Relocation | +961 81 658 878

alaelib@gmail.com | [LinkedIn](#) | [Portfolio](#)

Summary

Senior Unity Developer with 4+ years building and shipping multiplayer games for PC, mobile, and VR. Specializes in networked systems (Photon Fusion, Unity Netcode), gameplay programming, and performance profiling/optimization, with a track record of co-founding and technically leading two active studios and mentoring junior developers. Comfortable owning a system end-to-end, from architecture through shipping, in close collaboration with artists and designers.

Skills

Core: Unity · Game Development · Game Programming · Gameplay Programming · Artificial Intelligence (AI) · System Architecture · ECS / DOTS · C# · C++ · Python

Design Patterns: MVC · State Machine · Observer · Command

Multiplayer & Backend: Multiplayer Games · Unity Netcode for GameObjects · Photon Fusion · Photon · Azure PlayFab

Platforms: PC · Mobile (Android/iOS) · VR · WebGL

Tools & Practices: Blender · GitHub · Zenject · Agile Development · Optimization · Profiling and Debugging · Team Leadership & Mentoring

Professional Experience

One More Wave

Mar 2026 - Present

BOI Studio · Co-Founder & Programmer · Steam (public playtest live) · Part-time / Remote

- Co-founded a 3-person indie studio building a co-op zombie survival game for Steam using Unity Netcode for GameObjects, contributing across gameplay, AI, and core systems alongside two co-founders.
- Designed and built a client-predicted hitscan shooting system with Helldivers-inspired gunfeel, including ADS, recoil/kickback, camera shake, and weapon sway.
- Built a flexible multi-attack boss AI system with configurable trigger conditions and distinct animations per attack, using telegraphed cues to teach players positioning and attack-reading.
- Implemented a 5-type grenade arsenal (impact, shock, molotov, poison, mine) with friendly-fire risk to encourage coordinated team play.
- Developed core co-op systems including a piece-by-piece revive mechanic, combat drone allies, and large-scale zombie horde encounters, supporting 100+ concurrent zombies while maintaining stable performance on average consumer hardware.
- Launched a public Steam store page with an open playtest, giving players hands-on access ahead of release.

Co-Founder & Technical Lead - NoSolo Studios (Freelance / Contract)

Nov 2023 - Present

Lebanon

- Co-founded a 7+ freelancer contract studio, one of the few professional game studios still operating in Lebanon; serve as Technical Lead and core programmer across all projects, owning architecture and implementation from first prototype through delivery.
- Lead a team of 2 junior developers, conducting code reviews, making architecture decisions, and setting technical direction across projects.
- A Heavy Morning (Steam / Xbox): led technical development of this award-winning visual novel on mood disorders, funded by Microsoft and published by Fawzi Mesmar's Bright Gambit.
- Hero Shooter Mobile Game: leading technical development of a hero shooter featuring characters with unique abilities and in-house voice acting; \$100K+ budget, targeting Q3 2026 release.
- Luxury Watch Safe: built the infographics application and its hardware-backend integration for an embedded micro-computer in a luxury hardware product.

Unity Developer | Avatar and System Design - Arthur

Jan 2024 - Feb 2026

Remote / Lebanon, Full-time

- Built a new avatar system with IK-driven animation, personalized visually from a user-submitted prompt image.
- Partnered with Meta to integrate audio-driven facial animation into Arthur's VR avatars.
- Reduced WebGL memory consumption for images and documents by over 60%.

Unity Developer | Gameplay and Multiplayer Development - Yayy SAL

May 2022 - Jan 2024

Lebanon, Full-time

- Managed development of a survival multiplayer mobile game using Unity and Photon, from concept through delivery.
- Led development of a mobile rogue-like dungeon crawler optimized for low-end devices, cutting memory usage by 20%.
- Mentored 2 junior developers on clean, readable, and robust system design, contributing to a 50% increase in team productivity.
- Built an NFT-based multiplayer online battle arena (MOBA) using Unity and Photon, supporting a 100+ participant alpha test.
- Engineered 5+ reusable combat-game systems, later reused across 3+ separate projects.
- Collaborated with artists to integrate and optimize hundreds of assets, including models, particle systems, and Shader Graph effects.

Unity Developer - Freelance

Jan 2022 - May 2022

Lebanon

- Built gameplay systems for several hypercasual mobile game prototypes.

Selected Personal Projects

- **Cooperative Dungeon Crawler** - Led development with a team of 2 developers and 2 artists, using Unity and Photon.
- **"Little Man Behind the Screen" (GMTK Game Jam)** - Isometric puzzle game built in a team of 5; ranked top 30% of 6,800+ entries.
- **"Wordsly"** - Designed and developed a competitive Wordle-style game with leaderboards, using Unity and PlayFab; 50 installs.

Education

Dual Master's Degree, Robotics and Intelligent Systems - Lebanese University & Université de Technologie de Compiègne (UTC), France - Thesis defended August 2021

Bachelor of Engineering, Electrical Engineering - Lebanese University - Graduated July 2021