

Mohammad Bani Khaled

Unity Developer — C# | Mobile & PC | 2M+ Downloads
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Portfolio: ibeyond.dev | YouTube: [iBeyond_dev](https://www.youtube.com/iBeyond_dev)

SUMMARY

Unity developer with 6+ years of experience and 25+ built-and-released PC and Android games totaling more than 2 million downloads. Strong end-to-end skills: C# gameplay programming, mobile optimization, Google Play publishing, and asset pipelines with Blender. Experienced in rapid, full-cycle development — taking projects from concept to public release solo. Also experienced in Unreal Engine 5, and known in the MENA gamedev community as founder of the region's largest game development YouTube channel.

PROFESSIONAL EXPERIENCE

Unity Developer (Independent / Self-Employed)

Jul 2020 – Present

- Designed, built, and released 25+ PC and Android games in Unity with C# — fast, full-cycle projects owning design, programming, art integration, optimization, and release.
- Surpassed 2,000,000 combined downloads across released titles.
- Specialized in mobile performance optimization and Google Play publishing workflows.
- Collaborated with international game developers on multiple launched projects.

Unreal Engine 5 Developer (Independent / Self-Employed)

Sep 2023 – Jul 2024

- Developed and remastered 5+ games in Unreal Engine 5 with a focus on high-quality visuals and performance.
- Rebuilt legacy projects with enhanced graphics and new mechanics using Blueprint scripting.

COMMUNITY & RECOGNITION

- Founder of iBeyond — the largest game development YouTube channel in the MENA region, teaching Unity and C# to a wide audience of developers.
- Instructor of a published Unity game development course on Udemy.
- Judge at the Sop Game Jam for two consecutive editions (2025, 2026), evaluating entries on gameplay, creativity, theme, graphics, and audio.

TECHNICAL SKILLS

- Engines: Unity (primary, 6+ years), Unreal Engine 5
- Programming: C#, Blueprint visual scripting
- Mobile: Android development, optimization, Google Play publishing
- Art & VFX: Blender (modeling, animation, texture painting), VFX design
- Languages: Arabic (native), English (professional)

EDUCATION

B.Sc. in Computer Science — Al al-Bayt University, Jordan

2019 – 2023