

Mohammad Bani Khaled

Location: Jordan | **Phone:** +962796741925 | **Email:** contact@ibeyond.dev

Portfolio: ibeyond.dev | **YouTube Channel:** [iBeyond_dev](https://www.youtube.com/channel/UC...)

Professional Summary

Game Developer with expertise in Unity Engine and Unreal Engine, passionate about creating innovative games. Founder of the largest game development YouTube channel in the MENA region with extensive experience in developing and remastering games. Skilled in 3D modeling, animation, and VFX, with a strong commitment to learning and implementing new techniques.

Professional Experience

Unity Developer

Self-Employed, iBeyond YouTube Channel
Jul 2020 – Present

- Developed over 25+ PC and Android games using Unity Engine.
- Created educational content on Unity game development for a growing audience of game developers, amassing significant regional impact.
- Portfolio available at ibeyond.dev.

Unreal Engine 5 Developer

Self-Employed, iBeyond YouTube Channel
Sep 2023 – Jul 2024

- Developed and remastered 5+ games using Unreal Engine 5, focusing on high-quality visuals and performance optimization.
 - Leveraged Unreal Engine's Blueprint scripting to create dynamic, scalable game assets.
 - Portfolio available at ibeyond.dev.
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Education

Bachelor of Science in Computer Science

Al al-Bayt University, Jordan
Oct 2019 – Sep 2023

Technical Skills

- **Game Engines:** Unity Engine, Unreal Engine 5
 - **Programming:** C#, Visual Scripting (Blueprint)
 - **3D Design:** Blender (Modeling, Animation, Texture Painting)
 - **Visual Effects:** Basic VFX Design
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Key Achievements

- Founded and grew a YouTube channel, [iBeyond_dev](#), reaching a large audience of aspiring game developers.
 - Successfully launched multiple games, including collaborations with international game developers.
 - Remastered legacy game projects with enhanced graphics and new mechanics using Unreal Engine 5.
 - More than 2 Millions downloads for the games i created.
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Links

- **Portfolio:** [ibeyond.dev](#)
- **YouTube Channel:** [iBeyond_dev](#)