

NAWAL ABDI

Game Designer & Programmer

<https://abdiloadng.github.io/GamePortfolio/>

missnaw2003al@gmail.com

Slough, UK

Skills

Game Designer

- Game System design, implementation, and balancing.
- Visually focused and concise design documentation
- Dialogue and copywriting
- Playtest

Level Editors

- Unity, Unreal Engine, Godot

Programming

- C/C++, Lua, Python, Unreal Blueprints and C#

Leadership

- Resource and problem solving
- Strategic process, pipeline, scheduling and roadmap development
- Talent recruiting, hiring and team building
- Focus on great team collaboration and fulfilment.

Software

- Premiere Pro, Camtasia 9, Final Cut Pro
- IblsPaint, Procreate, Adobe Photoshop, Canva
- Maya, Blender, Adobe Substance Painter, ZBrush

Work and Experience

Lead Game Designer & Game Director

Aeris Tennis – Astral Studio

02/2026 – Present

- Animated an airship for a cinematic scene.
- Pitched, co-designed, and co-scripted the critically acclaimed campaign level for this project.
- Assisted with in-game update creation and deployment.
- Provided clear direction, guidance, and constructive feedback to designers, voice actors/actresses and artists.

Game Designer

Advanced Final Project: Celestial King (Demo) – Royal Holloway University

09 / 2024 – 07 / 2025

- Solo Indie game – created the entire game including the sounds, arts and programming.

Education

Video Game Art and Design *BA First Class Honours*

Royal Holloway University of London

BTEC Extended Level 3 in IT *Distinction* Distinction* Distinction* (D*D*D*)*

Langley College