

Haider Alkhalifah

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PROFILE

I'm a Computer Science student with a strong passion for art and storytelling. I focus on game development, creating interactive, story-driven experiences with engaging design and visuals. I also like to work on business automation, building efficient systems that solve problems and improve productivity. Whether developing a game or improving workflows, I aim to create digital experiences that are both impactful and meaningful.

EDUCATION

National Film & Television School, Oct 2024 – Apr 2025 | Remote (UK)
Certificate, Indie Games Development

King Fahad University of Petroleum and Minerals, Aug 2021 – present | Saudi Arabia
B.S in Computer Science

PROFESSIONAL EXPERIENCE

Lobah Game Studio, Game Developer | Internship Aug 2025 – Present | Riyadh, Saudi Arabia
Prototyping and developing new game ideas, participating in both the creative and technical sides of the project.

King Fahd University of Petroleum and Minerals, Jan 2023 – Feb 2023 | Dahrhan, Saudi Arabia
Flutter Developer | Part-time
Implemented a visually appealing and user-friendly front-end interface for the website using Flutter.

SKILLS

Game Development, Unity Game Engine, Web Development, Reactjs, Mobile app development, Flutter, VR Development, Blender 3D, Figma, Unreal Engine, Prototyping

PROJECTS

MyLibrary, Book Tracker Mar 2023 – Aug 2023
Built a full-stack reading app using Flutter and Firebase to track progress and manage a virtual library. And also added search features connected to Google API.

Miskara, Virtual Store Sep 2023 – Nov 2023
Designed VR environments and interactions in Unity for an immersive shopping platform with NFT art, AI storytelling, and interactive music sections.

Secret Islands, Indie Psychological Horror Game | Work in Progress Mar 2025 – present
Developing a psychological horror game in Unity, implementing some complex specific game mechanics, and creating the atmosphere with visuals, lighting, and sounds.

AWARDS

2nd Place in STC Metathon (MENA Region), STC

Dec 2023

Collaborated with a team to develop Miskara, a VR shopping app featuring immersive experiences, AI interaction, and diverse sections, redefining virtual brand engagement. My role: Led level design and interactive VR elements using Unity.