

ASHRAF ABI SAID

Narrative Designer, Game Developer, and Educator

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EDUCATION

American University of Beirut BE Computer and Communications Engineering	Beirut, Lebanon Sep 2016 - Jun 2020
International School of Choueifat Lebanese Baccalaureate - Life Sciences	Choueifat, Lebanon Sep 2001 - Jun 2016

WORK EXPERIENCE

Nifty Craft - 2D MMORPG <i>Narrative Designer and Developer</i>	Beirut, Lebanon Jan 2022 - Present
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- Building the world of Nifty Craft and bringing it to life through tens of character concepts, landmarks, and lore of its past, present, and future based off of cultures that existed and exist in the MENA region.
- Designing world map concepts and an inventory system for Nifty Craft.

American University of Beirut <i>Instructor</i>	Beirut, Lebanon Jan 2022 - Present
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- Teaching the English 254G - Developing Game Design Narratives course which is about the creation of worlds, characters, dialogue, player agency, and narratives, for 4 semesters with over 60 students thus far.
- Facilitating the creation and innovation of over 40 games, from video games to board and card games.
- Organizing and moderating discussions with multiple professionals from local and world renowned companies to share their experiences in the game making scene.

American University of Beirut <i>Consultant</i>	Beirut, Lebanon Dec 2021 - Jan 2022
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- Organizing a roundtable with world class game developers to give talks to students and the Lebanese population.
- Organizing the local Global Game Jam, an annual event where attendees create games in 48 hours, along with a feedback session from the roundtable speakers.

Freelancer <i>Book Editor</i>	Remote Oct 2021 - Dec 2021
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- Editing an unreleased book by making sure the wording accurately represents the author's intent, effectively communicating track and field jargon in layman terms.

American University of Beirut <i>Teaching Assistant</i>	Beirut, Lebanon Sep 2020 - Dec 2020
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- Contributing in creating the Gaming Minor at the AUB
- Assisting the English 264 class in gamifying their narrative concepts through practical exercises.
- Setting realistic expectations for the narrative-to-game path.

Falafel Games <i>Unity Developer</i>	Beirut, Lebanon Jun 2020 - Dec 2021
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- Creating six games that teach children between the ages of 2 and 6 fundamental information in Arabic.
- Completing a 3D narrative driven project dealing with racism by giving feedback and implementing changes to the text, gameplay, and programming
- Aiding in building a card game with video and audio functionality.
- Creating a puzzle game with over 200 levels.

PROGRAMS AND INITIATIVES

IGDA - Incubation SIG <i>Regional Organizer</i>	Jan 2024 - Present
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- Connecting accelerators and incubators across the MENA region with those held worldwide to share knowledge and experience with one another.

Arabic Games <i>Organizer</i>	Jun 2021 - Present
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- Preparing an intensive educational game development program for the region.
- Organizing a conference stretching across the entire MENA region called the Arabic Games Conference, focusing on getting games for the Games Showcase, mentors and speakers for different talks.
- Setting up the Discord server and organized over 60 mentorship, CV and portfolio review one on one sessions.
- Curating the newest edition of the conference currently.

Khaddit Beirut

Organizer and Co-Founder of the Gaming Academy

Remote
Dec 2020 - Present

- Contacting mentors and educators in the gaming industry capable of teaching their skills to those interested.
- Setting up a schedule for the 18 workshops on design, development, art, music, and storytelling, teaching 3 of the Unity development courses.
- Facilitating discussion on a Discord server with over 900 participants.
- Overseeing the development of 5 winning games from birth until creation of a demo.
- Launching and completing the second and third editions of the Gaming Academy in the MENA region.

American University of Beirut Game Development and eSports Club (AUB-GDEC)

Founder and President

Beirut, Lebanon
Sept 2019 - May 2020

- Founding the AUB-GDEC through rallying 120+ students behind its formation.
- Setting and leading multiple workshops, including Unity development and Narrative Design.
- Organizing multiple game competitions, such as the League of Legends tournament.

Animal Encounter

Head of volunteers

Aley, Lebanon
Jan 2013 - Present

- Leading teams of volunteers through different events set throughout the year such as Bat Night, Halloween, and Easter.
- Aiding the social media team with posts, pictures, and captions, targeting environmental awareness.
- Raising over 7,000 dollars for the Animal Encounter via GoFundMe.

SKILLS

Programming:	C#, Java, Twine, C++, Kotlin, JSON, git and source control
Creative writing:	Wrote fiction and non-fiction stories in Arabic and English in creative writing classes. Taught the Game Narrative course at the American University of Beirut, giving the necessary feedback and critically examining the stories presented.
Leadership:	Head of volunteers at the Animal Encounter, leading teams of volunteers in events prepared. Led the Gaming Academy, aiding the students, mentors and the team through the event. Founded and was president of AUB's game development and eSports club.
Organization:	Organized the Arabic Games conference as part of a team. Set up Animal Encounter events with their timings, separating roles of different volunteers, and presenting the notable events in an orderly manner. Organized the Gaming Academy's courses, allowing for smooth transition between sessions.
Public Speaking:	Given talks and workshops and participated in debates

INDEPENDENT PROJECTS

Anath Unity

Play as Anath, the Canaanite Goddess of Love and War, who has to save her hostage brother Baal, the god of life and fertility from Mot, god of death. <https://rishene.itch.io/anath>

Mushroot Unity

Use your friends' bodies as stepping stones to explore the world! <https://ashlit1998.itch.io/mushroot>

Al Moutanawwi Unity

Play as Al Moutanawwi the cat while avoiding anyone in your way to sneak into Afif's room. <https://ashlit1998.itch.io/al-moutanawwi>

Um Al-Zaytoun Unity, Narrative design

A finalist at SXSW 2024, create olive based products while learning about the return of people to their homeland after being displaced by an apartheid state. <https://rafik.itch.io/um-al-zaytoun>

AWARDS AND ACHIEVEMENTS

The Game Awards One of 50 individuals to represent the bright, bold future of the games industry in 2024

SXSW Conference Um Al Zaytoun - Finalist

Devcom - Talk MENA Game Changers: How the Region's Gaming Stakeholders and Supporters are Collaborating for Success

IGDA PathfindinGS - Talk Jeddo Tell Me a Story Over a Cup of Chai