

OMAR KHUFFASH

**Game Designer | Environment Artist
Game Developer**

I create atmospheric game spaces, playable prototypes, and 3D environments focused on level design, gameplay systems, and cinematic game presentation.

CONTACT

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Ramallah, Palestine

TOP PORTFOLIO LINKS

ArtStation Portfolio
LinkedIn Profile

Itch.io / Behance / GitHub / X

PROFESSIONAL SUMMARY

Game designer, environment artist, and game developer focused on atmospheric spaces, interactive systems, and playable prototypes across 2D, 3D, and VR projects. My workflow connects level design, environment art, gameplay prototyping, visual direction, asset production, and technical implementation using Unity, Unreal Engine 5, Blender, ZBrush, and Substance 3D Painter.

TECHNICAL SKILLS

Game Design

- Level Design
- Environment Design
- Gameplay Prototyping
- UI Layout
- Player Experience
- Survival / Action / Puzzle

3D / Art Tools

- Blender - intermediate
- ZBrush - intermediate
- Substance 3D Painter - intermediate
- Maya - basic
- Adobe Photoshop
- Aseprite

Engines

- Unity - intermediate
- Unreal Engine 5 - basic

Design / Media

- Figma
- Premiere Pro
- After Effects - basic

Programming

- C# - basic

Education / Languages

- Game Design Studies
- An-Najah National University
- Arabic - Native
- English - Good

SELECTED GAME PROJECTS

Nightwatch Shadow

Duo Project | Unity | 3D Survival

A third-person survival project built around active light protection, enemy pressure, and atmospheric presentation.

- Designed the light-based protection and environmental pressure loop.
- Handled modeling, animation, shaders, texturing, and visual direction with a teammate.

Swift Strike

Solo Project | Unity | 3D Action

A fast-paced 3D action prototype focused on parkour, grappling-hook traversal, combat flow, and responsive control.

- Built movement, parkour, grappling-hook combat, and action pacing.
- Created original Blender models and textured assets in Substance 3D Painter.

Balcony

Solo Project | Unity | VR Interaction Game

A comedic VR interaction game about defending a tower from zombie waves using furniture and environmental objects.

- Built object-based defense, prop interaction, and environmental response systems.
- Created Blender models and used Mixamo animation assets for character movement.

Set in the Night

Solo Project | Unity | 2D Platformer / Puzzle

A 2D platformer/puzzle project with level progression, puzzle structure, and a final boss encounter.

- Developed six levels with structured progression and gameplay flow.
- Designed platforming challenges, puzzle pacing, and boss encounter structure.

EXPERIENCE

Freelance 3D / Environment Work

3D Art | Environment Setup | Character Sculpting

Completed small freelance tasks involving Unreal Engine environment setup, Blender environment scene work, and ZBrush character sculpting.

- Worked across environment setup, character-related work, and 3D scene creation.
- Practiced scene composition, asset presentation, and environment-building workflows.

Game Jam Participant

University Game Jam - Palestine

Participated in a two-day game jam focused on fast production, collaborative development, rapid ideation, teamwork, and prototyping.

IGDA Community Member

Game Development Community

Engaged with the IGDA game development community and broader game-dev learning environment, including industry-focused discussions.