

Sawsan Al-Aradi

ASSOCIATE PRODUCER

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Summary/Profile

I discovered video games through DOOM at age 5, when my sister bought us a PC. It spiked my curiosity on 'How games are made?'. I answered it with a Web Media degree, it showed me a glance of game development.

Participated in Game Jams, explored different disciplines and decided on a producer role.

Goal: With my skill sets I'm looking for an associate producer to start my game production journey.

Games Projects

Existence, Solo Development Challenge, my first solo game jam that ended as a demo inspired by Castlevania, Metroidvania Genre. Researched & Planned the idea. Made with UE4 using blueprints. Designed & Implemented: Models, UI, Story, Game Play. [More Info](#) or ltch.io

SpitOut, Team of 3 - 1st place Award in Bahrain Game Jam 2019, 10+ teams. 48 hours, Theme One For All.

- Producer: Managed the team by prioritising features, coming up with ideas and solutions(Debug).
- 3D Artist/UI: modelled & rigged 4 Characters, designed & programmed UI/UX. [More Info](#) or ltch.io

Skills & Softwares

- **Management & Communication Skills:** Google suits, Scrum & Agile, Slack, Zoom, Discord.
- **Web Technology Skills:** Googling, WordPress, SiteJet, Photoshop, XD, Affinity Photo & Designer, Unreal Engine, Blueprints, Understand HTML & CSS.
- **3D Skills:** Blender 3D, Sculpting, Marvelous Designer, Substance Painter.
- **Editing Skills:** Video Editing, Animatic, Motion Graphic, Primer, After Effect, HitFilm.

Education

2016 **Bachelor of Web Media**, Bahrain Polytechnic University, Bahrain. Some of the courses:

- 3D Modelling and Animation
- Web Marketing
- Advanced Interactive Application
- Audio and Video

Self Development: Producer Courses

2022 **Game Production**, by Andy Johnson - delivered through ELVTR, Online Course.

- The process of game production along with roles and responsibilities.
- Compose a team and a development plan.
- Build a roadmap with deliverable milestones, adjust it to resource changes to avoid crunch time.
- Create supporting material for the marketing team
- Created a proposal for a post-release plan for a DLC update

Work Experience

Present **3D Artist Freelancer**, Remotely.

- Generalist 3D artist creating 3D Motion Graphics, Characters, Clothing, Objects, Jewelleries.

2014(6M) **Web Media Specialist**, Qatar Time Production - Qatar, Remotely

- Created Posters and Videos for Instagram.
- Redesigned logos.
- Recommended a workflow for the job and trained my replacement for it.

2014(6M) **eMarketing Consultant**, Eliana Jewellery - Bahrain, Manama

- Videographer and Photographer: Produced videos and images of jewelries for Instagram.
- Helped with Designing and Developing the company persona.

Honours and Awards

- ❖ **Game Jam: 2nd place Award in GCC Game Conference 2018.**

The first Game Development Conference in Bahrain, Brought by INFINITEWARE with 14± teams participants. The theme was “Fantasy”.

Journey to the Thief Dragon, Team of 3. We focused on the story to deliver the theme. It's about a young girl who has a mission to retrieve a stolen crystal from a dragon using her abilities. It was my first game Jam, we decided to use UE4 and I had no experience with it. I Listed tasks and prioritize them. I watched tutorials and followed along with them at the same time I implemented our idea. I modelled and textured the characters and the assets in the game, using Blender and Photoshop. I discovered HUD and it encouraged me to learn more about UI/UX. [More Info](#) or [Itch.io](#)

- ❖ **YouthCity2030 Awarded Certificate of Excellence:**

Under the patronage of His Highness Sheikh Nasser bin Hamad Al Khalifa, an initiative by the Ministry of Youth and Sport with strategic partner Tamkeen. YouthCity: summer camp provides workshops for youths to discover and improve skills and creativity. At the end, there is a challenge related to the workshop.

- **2018: Mobile App- KidsVids Prototype**
By Yonis Attiya, 25± participants. It was about UI/UX using Adobe XD and the challenge was to solve a problem with an app. My idea was to create a video app just for kids. Using Adobe XD and Photoshop, I created a fully functional prototype app. This workshop improved my UI/UX skills.
- **2016: 3D Jewellery Design**
By Muath Janahi - KBproto, 25± participants. Basics of RhinoGold where explore how to bespoke jewellery using the software, the challenge was to design an original jewellery piece. 3D is my passion. I end up doing a whole collection of jewellery. I model them in RhinoGold and Render them in Blender Cycle. Can be found in my [Website Gallery](#) under Jewellery Design.

- ❖ **Bahrain Polytechnic University 2016:**

- **Project of the Year Award**
Sponsored by SAP to motivate technology innovation in students. An opportunity to implement real problem solving. The problem was to create an Interactive Personal Space. I turned a traditional resume into an interactive resume. Inspired by MegaMan Battle Network, for each section of my portfolio I used different locations with different styles and themes. Player needs to interact with puzzles related to the section in order to view the content.
- **Bahrain Polytechnic Certificate of Appreciation**
For organizing, participating in and covering the Panel Discussion at the ICT I was in a team in charge of the Web Media panel. I managed the content by contacting 30 students about their projects. Then I sorted and prepared the projects for the exhibition. Borrowed/returned the filming equipment and then organised the videos into files. I presented the panel in the exhibition, it was successful as it did attract people.

Hobbies and Interests

- ❖ Listed below are some things that keep my sanity intact that I enjoy doing:

- Learning new tech: when I'm learning a new tool or software, I like to make a dummy project.
- Cooking: soup is my favourite thing to make. Do you eat it or drink it?
- Languages: the sounds of different languages fascinate me. I explored German, Russian & Spanish.
- Kitten rescuer: I rescue abandoned orphaned kittens, nurse them back to health, and give them a forever home.

- ❖ Games that hold a special place in my heart:

- **The Witcher Collection:** There is something magical about the game's environment design. With a detailed landscape and lots of rain! It's a place where I lose myself and just ride around and enjoy nature. Time played 274+Hours.
- **Paladins:** Taught me that no matter how skilled you are, you need a team to win and everyone needs to chip in. Favourites: Role: Support, Champion: Jenos Mount: Infernal Warhorse. Time played 2863+ Hours.
- **Old School RuneScape:** Setback and relax and don't worry about Jad. No horse or mount yet. Time played 5376+ Hours.