

OSAMAH ALKHAZALEH

Creative Technologist — Interactive 3D, Games & Design Engineering

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PROFILE

Creative technologist working at the intersection of engineering rigor and visual craft. I design and build WebGL experiences, browser games, and design-driven products where performance budgets are treated as design tokens. Comfortable owning work end-to-end: research, design systems, 3D pipelines, frontend architecture, and deployment.

EDUCATION

German Jordanian University — Amman

B.Sc. Design & Media Informatics (expected 2027)

- Coursework: computer graphics, HCI, game design, media systems, software engineering
- GJU GameLab member; Media Lab installation crew

SELECTED EXPERIENCE & PROJECTS

Freelance Design Engineer — Amman & remote (2024–present)

- Aether Configurator: real-time WebGL furniture configurator for Haddad Woodworks — 60fps on mid-tier mobile, 38% visitor engagement with the 3D model
- Studio Ledger: multi-currency invoicing & cashflow dashboard used by 3 creative studios — cut median invoice creation from 9 minutes to 90 seconds

Creative Technologist — GJU Media Lab × Goethe-Institut Amman (2025)

- Amman Echoes: audio-reactive projection installation; ran 11h/day for 14 days, ~2,300 visitors

Independent & Open Source

- ParticleBench: WebGL particle benchmarking harness — 310+ GitHub stars, cited in two university courses
- Voidrunner: adaptive-difficulty browser game — 4,100+ plays in first month on itch.io
- Majlis RTL: Arabic-first headless component library adopted by 2 startups
- Tiles of Tanwir: 48-hour game jam winner (1st of 23 teams), GJU GameLab

SKILLS

Core: TypeScript, React, Three.js / React Three Fiber, GSAP, Node.js, Express, PostgreSQL, Tailwind CSS

Graphics & Creative: GLSL, WebGL2, Web Audio API, Blender, TouchDesigner, PixiJS

Exploring: WebGPU, Rust (WASM)

Practice: performance profiling, design systems, RTL/bidi interfaces, accessibility (WCAG 2.2 AA)

LANGUAGES

Arabic (native) · English (fluent) · German (basic)