

Muhannad Felemban

GAME DEVELOPMENT • 3D ART • AI

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Game developer and technical artist. I build AI into games, and the tools and 3D around it. I switched into software from physiotherapy through game art, and work across engine code, art pipelines and web apps.

EXPERIENCE

Averse Studio • Freelance developer	2026 – now
Mobile and web apps on contract, and my own projects under the Averse Studio name.	
- Façade Remastered: the 2005 interactive drama rebuilt so its characters answer what the player types, in the original actors' voices. - A Roblox surf racer built on a port of the Source engine's movement, with my own collision; 12-player races. - Altered Beast in HD: the original runs on an emulated Mega Drive while my renderer redraws every frame in HD. - Manga Studio and Averse Series: web apps that turn stories into manga pages and directed video episodes.	
FirstCity • Programmer	2024
- Front end, back end, database and mobile work on the company's platform. - Python automation tools for Hajj season services, including computer vision. - Quality assurance on healthcare and administrative software.	
Aversy, YouTube • Founder	2022 – 2026
Commentary Shorts on a pipeline I built (LLM scripts, cloned-voice TTS, Remotion edits, generated thumbnails; about 3 a day): 27.3 million views, 313k hours watched, 38.7k subscribers; top Short 8.4 million views.	
Neuron Ch. • Founder, video editor	2022 – 2023
Neuro-sama clips channel on YouTube (an AI VTuber), started before her original model: 3.8 million views, 90k hours watched, 15.8k subscribers; top clip 654k views.	
X account • Founder	2020 – 2021
Clips of Hololive's Japanese members speaking English; grown to 92.7k followers, with posts reaching millions of views.	
Vertex × NEOM • NEOM Game Tech Artist program	2023
Technical art and art pipelines for games, taught by Vertex School.	
GameFounders • Program	2023
Misk • Game Art Program	2022

EDUCATION

King Abdulaziz University	2025 – now
Cybersecurity diploma	
Umm Al Qura University	2022
BSc Physiotherapy	

LANGUAGES

Arabic, English

SKILLS

AI	Language models, agents and tool use, automated evaluation, ComfyUI, LoRAs, computer vision
Engines	Unity, Unreal Engine 5, Godot, Roblox Studio, Bevy
3D and art	Blender, ZBrush, modeling and sculpting, texturing and lighting, technical art, graphic design, UI/UX
Code	Python, C#, TypeScript, Rust, Luau, SQL
Web and mobile	React and Next.js, React Native / Flutter, Node.js and REST