

ABDULLAH AL-DOSSARI

Product Marketing & E-commerce Specialist | Gaming Content Creator & Indie Game Developer

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https://www.youtube.com/@TakeTimeGames Saudi Arabia - Khafji - Riyadh - Jubail

SUMMARY

Product Marketing Specialist and Indie Game Developer with strong expertise in e-commerce, digital marketing, and gaming content. Founder of CodyStoreSA, driving digital product sales, SEO growth, and conversion-focused strategies. Known in the Saudi gaming community as "TakeTimeGames" since 2010, specializing in game analysis, live content, and community engagement. Currently developing an indie horror game using Unreal Engine 5, focusing on gameplay design, player experience, and development workflow. Seeking to leverage marketing, digital, and gaming expertise to drive product innovation and brand growth.

EXPERIENCE

Founder & E-commerce Manager

CodyStoreSA (Digital Retail Platform) | Saudi Arabia | 2026 – Present

- Established and managed a digital e-commerce platform specializing in software licenses and digital products.
- Developed and executed product marketing strategies including SEO, landing pages, and conversion-focused content.
- Managed end-to-end operations including sourcing, vendor communication, pricing, and customer support.
- Built partnerships with international software vendors and handled direct B2B communication.
- Increased website traffic and improved conversion rates through SEO and optimized user experience.
- Designed and developed a personal portfolio website from scratch, including domain setup, hosting configuration, DNS management, VPS/server deployment, and technical optimization, alongside implementing SEO and structured data (Schema).
- Built and scaled a digital brand by integrating e-commerce, content creation, and marketing strategies.

Gaming Content Creator & Indie Game Developer

TakeTimeGames (Gaming Platform & Content Brand) | Saudi Arabia | 2010 – Present

- Built and managed a gaming content platform focused on livestreaming, game analysis, and community engagement within the Saudi gaming market.
- Produced content and discussions centered on horror and narrative-driven games, building a loyal and engaged audience.
- Released an independent horror game in 2013 using early development tools, achieving strong community reach and recognition.
- Supported and mentored aspiring game developers through live content and community engagement.
- Currently developing a full remake of the original game using Unreal Engine (UE4/UE5), including story design, level design, environment creation, and cinematic production.
- Utilized tools such as iClone, Character Creator, and motion capture (Perception Neuron) to develop in-game cinematics and characters.
- Applying Blueprint scripting, gameplay systems design, and technical workflow management.
- Managing development pipeline, including version control (Perforce), server setup, and production workflow.
- Actively sharing development insights and mentoring aspiring developers through live content and community initiatives (#مذكرات_المطور)

Senior Technician

Maaden Aluminium Company

07/2013 - 09/2025 Saudi Arabia - Ras Al-Khair

- Managed operational data and ensured system accuracy, translating structured operational discipline into data-driven digital insights.

Cycle Count Warehouse

SABIC Company

04/2010 - 06/2013 Saudi Arabia - Jubail

- Supported inventory control and data accuracy processes, ensuring reliable reporting and structured documentation.

LANGUAGES

Arabic

Native



English

Proficient



SKILLS



Product Marketing & SEO



E-commerce & Digital Sales



Digital Marketing & AI Tools



Content Creation & Community Management



Unreal Engine 5, Game Development & Blueprint Scripting



Data Analysis & Reporting

ADDITIONAL SKILLS

Teamwork | Leadership | Integrity | Problem Solving | Emotional Intelligence | Time Management | Attention to Detail.

EDUCATION

High School

Al-Khafji High School

Saudi Arabia - Khafji

Business Administration Diploma

Saudi Electronic University

TRAINING / COURSES

Blueprint Scripting — Epic Games

Unreal Engine Fundamentals — Epic Games

Fundamentals of Level Design with Unreal Engine — Epic Games

Introduction to Game Design — Epic Games

Visual Development and Audio Design in Games — Epic Games

Marketing