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## EDUCATION

### B.S. in Media Engineering and Technologies

Majored in Computer Science. The German University in Cairo, Graduate.

(Sep 2017 - Jun 2022)

## TECHNICAL SKILLS

- HLSL
- Java
- C#
- Unity
- SQL
- HTML5
- Javascript
- Angular
- Python
- C++

## Academic Projects

- Built a Unity VR/AR environment and shader programs for bachelor thesis.
- Developed a 3D Unity interactive environment to simulate a shooter game.
- Worked on a 2D top-down management game project based on OOP Concepts
- Developed ASTAR Algorithm for path finding and decision taking.
- Designing and animating a 3D object to simulate walking sequence.
- Built Sensor interactive programmable chip to simulate smart room behaviour.
- Developed a UX website design for a university portal with a full stack implementation.
- Built a Robot Car with stick controller and mp3 player features.

## EMPLOYMENT

### Phantasm Studios Current

Teamleader/Lead Developer managing an outsource team in Co-development

## EXTRACULAR ACTIVITIES

### Mentor/Co-director at VGS 2021 - 2022

Responsible for wing management, creating & presenting content and organizing workshops for teaching video game development on unity2D and hosting a VGS 22' Game Jam on campus.

## PERSONAL PROJECTS

### Mun Bot 2020 May

A administrating bot powered by Discord Api used to host and administer over UN-like conferences and meetings on Discord servers.

### Enhanced Pong 2022 July

A 2D minigame build powered by Unity Engine using self-made assets and the text animation shader package.

## LANGUAGES

- English (FLUENT)
- Arabic (FLUENT)
- German (BEGINNER)