Ahmad AboBakr

Game & VR Developer

Unity Certified Expert Programmer with 15+ years of experience in game development and VR/AR technologies

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🪪 Contact Information

✉️ ahmadabobakr@gmail.com

in linkedin.com/in/ahmadabobakr

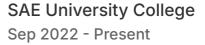◈ Unity Asset Store Publisher

📍 United Arab Emirates

👤 Professional Summary

Experienced Game and VR Developer with over 15 years of expertise in Unity development, VR/AR technologies, and educational leadership. Currently serving as Head of Games Development & VR Department at SAE University College, leading educational programs and mentoring the next generation of game developers. Lead developer of the Kinteraction system, a comprehensive VR hand interaction solution available on the Unity Asset Store.

🛠️ Technical Skills

Unity Engine   C# Programming

VR/AR Development   XR Technologies

DirectX   OpenGL

HTML/CSS   JavaScript   PHP

Web Technologies

C#   C++   JavaScript   PHP

Unity Asset Store   Git   Visual Studio

Blender

✿ Certifications

Unity Certified Expert: Programmer

Unity Technologies

Current

💼 Professional Experience

SAE University College
Sep 2022 - Present

‣ Lead educational programs and mentor the next generation of game developers

‣ Oversee curriculum development, student projects, and industry partnerships

‣ Manage department operations and strategic planning for game development education

Toptal   Aug 2022 - Present

‣ Work on cutting-edge XR projects for high-profile clients

‣ Specialize in VR/AR development and immersive experiences

🅰️ **Languages**

Native/Bilingual

Native/Bilingual

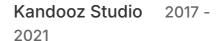▸ Collaborate with international teams on innovative XR solutions

Highstreet   2021 - 2022

▸ Led development of innovative gaming projects

▸ Focused on immersive experiences and cutting-edge technology implementation

▸ Managed development team and project timelines

SAE Institute Dubai   2019 - 2021

▸ Taught game development courses including Unity, C# programming, and computer graphics

▸ Mentored students in their game

development projects

▸ Developed curriculum
  and educational
  materials

Kandooz Studio   2017 - 2021

▸ Managed a team of
  talented developers
  and artists

▸ Led multiple VR/AR
  projects and developed
  commercial assets for
  Unity Asset Store

▸ Developed the
  Kinteraction system, a
  VR hand interaction
  solution

Gimzat   2016

▸ Developed games
  using Unity and other
  game development
  technologies

▸ Contributed to various
  gaming projects and

client requirements

Information Technology Institute   2015 - 2018

▸ Supervised game development programs and curriculum

▸ Taught advanced topics including Unity Game Engine, Computer Graphics using DirectX, and C# programming

▸ Mentored students and supervised technical projects

Modern Academy for Engineering   2013

▸ Assisted in teaching programming courses including Introduction to Programming using C++

▸ Taught Compiler Design and Computer Graphics using OpenGL

▸ Supported students in their academic projects

HolyCode   2013

▸ Developed web applications and websites using modern web technologies

▸ Worked on various client projects and requirements

Arab Digital Expression 2011

▸ Created web solutions and digital content

▸ Worked on various web development projects and client requirements

🎓 Education

Middlesex University 2021 - 2023

Arab Academy for Science, Technology and Maritime Transport 2012 - 2017

Information Technology Institute (ITI) 2015

Modern Academy Maadi 2006 - 2011

🏆 Key Achievements

🏆 Lead developer of Kinteraction system - VR hand interaction solution sold on Unity Asset Store

🏆 Unity Certified Expert Programmer certification

🏆 15+ years of experience in game development and VR/AR technologies

🏆 Successfully led educational programs and mentored hundreds of students

🏆 Published multiple commercial assets on Unity Asset Store

🏆 Imagine Cup Local Finals participant