

Ahmad AboBakr

Game & VR Developer

Contact

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- 📦 Unity Asset Store Publisher
- 📍 United Arab Emirates

Technical Skills

Game Development

- Unity Engine
- C# Programming
- VR/AR Development
- XR Technologies
- DirectX
- OpenGL

Web Development

- HTML/CSS
- JavaScript
- Node.js
- Web Technologies

Programming Languages

- C#
- C++
- JavaScript
- Node.js

Tools & Platforms

- Unity Asset Store
- Git
- Visual Studio
- Blender

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.

Professional Experience

Head of Games Development & VR Department

SAE University College (2023 - Present)

- Lead the Games Development and VR department, overseeing curriculum development and program delivery
- Mentor students in game development, VR/AR technologies, and Unity programming
- Develop and implement innovative teaching methodologies for interactive media education
- Collaborate with industry partners to ensure curriculum relevance and student employability

Senior Unity Developer

Toptal (2022 - Present)

- Developed high-quality Unity applications and games for various clients
- Implemented advanced VR/AR features and optimizations
- Provided technical consulting and code reviews for Unity projects
- Collaborated with cross-functional teams to deliver innovative solutions

Certifications

Unity Certified Expert: Programmer

Unity Technologies

Current

Languages

English

Native/Bilingual

Arabic

Native/Bilingual

Senior VR Developer

Highstreet (2021 - 2022)

- Developed immersive VR experiences and applications
- Implemented advanced hand tracking and interaction systems
- Optimized VR performance and user experience
- Collaborated with design teams to create engaging virtual environments

Game Development Instructor

SAE Institute Dubai (2019 - 2021)

- Taught Unity development, C# programming, game design principles, and interactive storytelling
- Instructed students in game mechanics, level design, user experience, and creative game development
- Developed comprehensive course materials and practical exercises covering both technical and creative aspects
- Mentored students in creating portfolio-worthy game projects with strong design foundations
- Organized workshops and industry networking events

Lead Game Developer

Kandooz Studio (2017 - 2020)

- Led development of multiple Unity-based games and applications
 - Developed the Kinteraction system for VR hand interactions
 - Published successful assets on the Unity Asset Store
 - Managed development team and project timelines
 - Handled client negotiations and project requirements
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Game Development Technical Supervisor

Information Technology Institute (2014 - 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
 - Developed comprehensive educational materials and practical exercises
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Web Developer

Various Companies (2011 - 2013)

- Developed websites and web applications using HTML, CSS, JavaScript, and Node.js
- Created responsive designs and user-friendly interfaces
- Implemented database solutions and content management systems
- Provided technical support and maintenance for web projects

Education

**Master of Science - Professional Practice in
Virtual Reality Experience Design**

Middlesex University (2023)

**Postgraduate Degree - Computer
Engineering**

Arab Academy for Science, Technology and
Maritime Transport (2017)

**Post Graduate Diploma - Game
Development**

Information Technology Institute (ITI) (2015)

Bachelor's Degree - Computer Engineering

Modern Academy Maadi (2011)