Ahmad Abdallah

Game Development & XR Education Leader

Contact

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- 🎓 MSc Virtual Reality Design
- 📍 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

Programming Languages

C# · C++ · JavaScript · Node.js

Tools & Platforms

Unity Asset Store · Git · Visual Studio · Blender

Certifications

Unity Certified Expert: Programmer
Unity Technologies

Languages

English
Native/Bilingual

Arabic
Native/Bilingual

Professional Summary

Game development professional with 13+ years specializing in Unity, XR, and interactive experiences. Master's in VR Design, and Unity Certified Expert, currently leading academic programs and developing educational technology.

Professional Experience

SAE University College

2019 - Present

Head of Games Development & XR Department (2023 - Present)

- Lead strategic direction for Games Development and XR programs, overseeing curriculum and faculty development
- Manage department operations and student success initiatives
- Establish industry partnerships to enhance graduate employability

Part-Time Lecturer (2021 - 2022)

- Delivered specialized courses in Unity development and VR technologies

Game Development Instructor (2019 - 2021)

- Taught comprehensive courses in Unity, C#, game design, and interactive storytelling
- Mentored students in developing portfolio-quality projects

Co-Founder & CEO

Shababeek Labs (2024 - Present)

- Founded educational technology company focused on game-based learning and interactive educational experiences
- Lead product development and technical strategy for innovative learning platforms and XR educational tools
- Build and manage cross-functional team of developers, educators, and designers

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XR Consultant

Toptal (2022 - Present)

- Guide development teams through VR/AR technology adoption and integration
- Design scalable project architectures for complex XR applications
- Lead technical reskilling initiatives helping traditional game teams transition to VR development

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Senior VR Developer

Highstreet (2021 - 2022)

- Architected core VR framework and Web3 integration for metaverse platform
- Designed interaction system enabling designers to create complex experiences without developer intervention
- Established scalable technical architecture supporting rapid feature development

Lead Game Developer

Kandooz Studio (2017 - 2021)

- Led development of Unity-based commercial games and applications from concept to launch
- Published successful assets on Unity Asset Store serving thousands of developers
- Managed team workflows, code quality, and project delivery timelines

Information Technology Institute (ITI)

2014 - 2019

Part-Time Lecturer (2018 - 2019)

- Delivered advanced courses in Unity development and computer graphics programming

Game Development Technical Supervisor (2014 - 2018)

- Supervised game development curriculum covering Unity, DirectX, OpenGL, and C#
- Developed educational materials bridging academic concepts with industry practices
- Mentored students through capstone projects

Web Developer

Various Companies (2011 - 2013)

- Developed backend systems using Node.js and PHP (Laravel) with MySQL and MongoDB

Education

MSc Virtual Reality Experience Design

Middlesex University | 2023

Post Gradfuate Diploma Computer Engineering

Arab Academy for Science, Technology and Maritime Transport | 2017

Postgraduate Diploma - Game Development

Information Technology Institute (ITI) | 2015

BSc In Computer Engineering

Modern academy For Engineering and Technology | 2011