

## Ahmed Aglan

Game Development Team Leader | Game & VR/AR Developer

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Address: Maadi, Cairo, Egypt

Nationality: Egyptian | Birth Date: 01/04/1993 | Military Status: Exempted

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## Professional Summary

Proactive Game Development Team Leader with over 9 years of experience in game design, VR/AR development, and mobile game production. Adept at leading cross-functional teams, delivering innovative solutions, and ensuring on-time, high-quality project deliveries. Skilled in Unity3D, Unreal Engine, AI-driven experiences, and interactive event-based solutions. Strong background in technical project management, mentoring, and full-cycle game development.

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## Work Experience

### 5DVR

*Game Development Team Leader | VR/AR Developer*

**November 2021 – Present**

- Led development and delivery of immersive VR/AR applications, games, and interactive experiences.
- Managed project timelines, task allocations, and development pipelines.
- Designed scalable architectures for AR and AI-powered applications using Unity3D, Unreal Engine, and OpenAI APIs.
- Worked closely with clients to align technical solutions with business goals.

### University of Hertfordshire

*Game, VR/AR Teaching Assistant*

**September 2023 – June 2024**

- Designed and delivered a comprehensive Unity game development course, focusing on hands-on learning in 2D/3D game development.
- Developed course materials, including lectures, assignments, and assessments.
- Mentored students in coding, game design, and project management.
- Contributed to the continuous improvement of the game development curriculum.

### Brandmark

*Game, VR/AR Developer*

**March 2021 – November 2021**

- Developed interactive VR/AR applications and games for event launches.
- Created VR bowling games and Kinect-based interactive experiences.
- Worked with artists and designers to translate creative concepts into functional applications.

## **EG-Gate**

*Game, VR/AR Developer*

**December 2018 – December 2020**

- Developed VR and AR-based applications for tourism, virtual shopping, and sports experiences.
- Created 360 VR walkthroughs and interactive AR sports games for mobile platforms.

## **Creative Motion**

*Game, VR/AR Developer*

**April 2018 – October 2018**

- Developed VR simulators for driving training, applying advanced physics, AI traffic systems, and VR UI design.
- Contributed to a military simulation shooter using Unreal Engine 4.

## **Approcks**

*Game Developer*

**October 2016 – April 2018**

- Created 2D and 3D educational games for kids, integrating SDKs and web services.
- Developed core gameplay mechanics and multiplayer functionalities.

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## **Key Projects**

### **Lead & Managed Projects:**

- **Elle3ba (iOS & Android)** – A team-building app featuring challenges, video/photo proof submissions, and leaderboards. Successfully managed development timelines.
- **Window AR App** – Augmented reality product visualization app showcasing installation steps and final looks.
- **AI Demos (Unity WebGL)** – Created AI-powered interactive agents with voice interaction using ChatGPT, TTS, and Whisper APIs.
- **Event-Based Interactive Apps** – Developed VR and interactive applications for corporate events, including Kinect-based photo booths and multiplayer virtual environments.

### **Other Major Projects:**

- **Pfizer Web AR App** – Interactive WebAR experience teaching users how to take Pfizer medications.
  - **Mars-Mea App** – A mobile platform for sales courses, gamified knowledge tests, and certification tracking.
  - **Car Training Simulation (Oculus VR)** – Driving simulation applying real-world physics and AI-driven traffic.
  - **Qat Workshop (Oculus VR)** – Virtual cultural experience for Saudi National Day, featuring Qat painting and pottery-making techniques.
  - **Virtual Bowling (Oculus VR)** – VR bowling game for a pharmaceutical product launch event.
  - **Collecting the Falling Tablets (Kinect)** – Kinect-based motion game for Eva Pharma’s Limitless launch event.
  - **Fruit Ninja (Touch Screen)** – Interactive fruit-slicing game for a corporate launch event.
  - **360 VR Walkthrough Apps** – Virtual walkthrough applications for real estate and tourism experiences.
  - **AR Sports Games** – Augmented reality sports games (basketball, darts, penalties, ball through tires).
  - **Virtual Tourism & Virtual Mall** – Immersive VR applications for exploring touristic locations and shopping centers.
  - **Military Simulation (PC VR)** – A VR multiplayer shooter with bullet physics and subsystem integrations.
  - **TemoLand (Android, iOS)** – 2D educational game for children, integrated with Facebook and IAP SDKs.
  - **CandyMasry (Android, iOS)** – Match-three puzzle game linked to a mobile application.
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## Technical Skills

- **Programming Languages:** C#, Python (Basic)
  - **Game Engines:** Unity3D, Unreal Engine 4
  - **AR/VR Tools:** AR Foundation, OpenXR, Oculus SDK, Kinect
  - **AI & Web Integrations:** OpenAI APIs (ChatGPT, TTS, Whisper), WebGL
  - **Project Management:** Agile, Scrum, Team Leadership, Technical Proposals & Estimation
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## Education

**BSc in Computer Science – Information Systems**  
Benha University, Egypt (2016)

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### **Certifications**

- Scrum Master Course (Completed)
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### **Languages**

- Arabic: Native
- English: Fluent