Abdullah M. Aldandarawy Badawy

Shek Tong Tsui, Hong Kong
(+852) 67099745
https://dandarawy.github.io
www.linkedin.com/in/abdullah-aldandarawy
Abdullah.aldandarawy@gmail.com

Summery

A game developer and computer graphics enthusiast, passionate about creating astonishing visuals and developing handy game development tools.

Work Experience

Nov 2017 **Present**	**Game Developer** at **TELI – Hong Kong University** **Hong Kong** Developing educational games and gamified applications for university courses
Jan 2014 **Present**	**Indie Game Developer** Designing, implementing, testing and publishing my own gaming ideas. Creating and publishing Unity3D assets and tools (asset store publisher account).
Mar 2017 **Oct 2017**	**Unity3D Developer** at **Praxilabs** **Egypt** Developing 3d virtual laboratory (Chemistry and Biology) educational application, targeting school and university students
Jan 2016 **Oct 2016**	**Virtual Reality Developer** at **BytesStudios** **Egypt** Designing and developing architecture visualization virtual reality experience using Unity3D and Unreal for different VR headsets.
Sep 2013 **Jul 2015**	**Teaching Assistant** at **Information Technology institute (ITI) - System Development and Gaming Center of Excellence** **Egypt** Developing curriculums for the nine-month Game Development Diploma. Teaching: Mathematics for Game Development, Computer Graphics with OpenGL, Web Gaming using WebGL and Three.Js, Unity3D, etc. Managing student projects.

Education

Oct 2012 **Jul 2013**	**Information Technology Institute** (**ITI**), Egypt Diploma, Game Development Department, **Grade: A ,** 1st of 11 **Graduation project**: 1001 Rope, 2D physics-based casual game for mobiles and tablets that was developed using Unity3D.

Sep 2007 **Jul 2012**	**Helwan University**, Egypt BSc degree in Computer Engineering, **Grade: Very Good,** 6th of 120 **Graduation project**: Location Based Social Network, Mobile application that enables users to socialize based on their locations and share their experience about the places which they visit or reside in.

Technical Skills

- Computer Graphics
- OpenGL, Cinder, OpenTK
- WebGL, ThreeJS
- C# and .NET Technologies (ADO.NET, LINQ, EF, WPF)

- Unity3D
- C++
- Git
- MSSQL Server

Volunteer Work

Jan 2013 **Jan 2017**	**Event organizer** at the annual **Global Game Jam Egypt** (ITI-EGJ)
Mar 2011 **Dec 2013**	**C# instructor** at **Resala Training Center (RTC)** Reslala is a well-known charity organization that works on community development in Egypt

Projects:

Dabdob - indie game (Jul 2014 - Jan 2015):

Play store

Dabdob is a 2D physics puzzle game for mobiles and tablets. The game won an **Honorable Mention** in **Unity3D Developer Contest 2016**

ERobot - freelance project (Jan 2013 - Sep 2013):

https://goo.gl/vN79aN

Educational Embedded System Application for children and teenagers. The application was made using C#/Windows Forms, in which the user creates the programming logic of robots graphically, while the application converts this logic into C equivalent code, and then burns it on a microcontroller with a custom kit designed for this purpose.

CIS Scanner - freelance project (Aug 2012 - Dec 2012)

Using CIS scanners (IR led array) with image processing to identify text in Dutch ID Cards.

Languages

- Arabic: mother tongue
- English: full professional proficiency