

Abdullah M. Aldandarawy Badawy

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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.
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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