

Mohamed Abdulrahman Araby

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Summary

Seeking a new challenge that makes me gain more experience .

Skill set

- **Programming:** C#, C++, Dart.
- **Database:** MySQL, Firebase.
- **Flutter**

Work experience

Flutter Developer, TripleMark, Full Time (Sep 2023-June 2024)

- Developed flutter applications
- example [EUrekajo](#)

Software Engineer, [UnionCoop](#), Full Time (Jul 2022-Jul 2023)

- Working on building new cross platform E-commerce experience for Mobile and Meta Oculus
- Suggest technical solutions for some cases that faced us during the development process
- Cooperate with development and QC Teams

Software Engineer, [Freelancer.com](#), Remote, Australia (Dec 2020- March2022)

- Make the pre-steps for the launch of flight simulation and prepare it for launching (the controls of simulation itself not done by me)
- Making a VR Shopping experience with a 3D model products visualisation
- make a AR Application for learning that contains quizzes

Unity3D Developer, [STS](#), Full Time (Feb 2020- Oct 2020)

- Analyse the customer requirement and design the app's scenario.
- Produce application and games according to requirements

VR Developer, [Bright Vision](#), Full Time (Jul 2019 - Feb 2020)

- Part of a team responsible for designing and developing VR APPs using Unity Engine.
- Produce High Immersive apps, integrate different VR SDKs into unity (steam, oculus, VRTK).
- **VR Military Training:** help soldiers on weapons training, assembling and improve their aim without using real costly resourcing

Certifications

VR High immersion Nanodegree, [Udacity](#) (Sep 2019- Dec 2019)

- Achieving complex lighting at a minimised performance cost.
- Give the user locomotion, hand physics, and menu systems using (Steam VR, Oculus).

VR Developer, [412 Labs](#) & [US Embassy](#) (Aug 2018- Dec 2018)

- Knowing virtual reality SDKs for Htc-Vive, Oculus.
- Building VR applications according to specific customer requirements.

Algorithms Toolbox, [Coursera](#) (Oct 2018 - Dec 2018)

- Essential algorithmic techniques and dynamic programming
- Design efficient algorithms (sorting and searching, divide and conquer, greedy algorithms).

Net Web Development, [ITI institute](#) (Oct 2018 - Dec 2018)

- SQL server programming, Visual C# .Net using framework 4.5, ASP .Net 5.0 & ASP.Net MVC

Android Nanodegree, [Udacity](#) (Jan 2018 - Apr 2018)

- Handle touch events and make visual changes to add polish to your app.
- Basics of networking in Android including HTTP networking, JSON parsing, and threads.

Education

Faculty of Computers and AI- Benha University

- Bachelor of Computers and Artificial Intelligence, good.
- Graduation Project (Excellent grade): Interior design VR application
VR application works on Google cardboard to help the user to design his imaginary house interior design (furniture, rooms dimensions, windows, painting, ...) using Unity engine and google VR SDK.