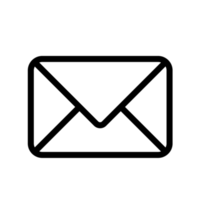
Leina **Elansary**

Senior Game Developer

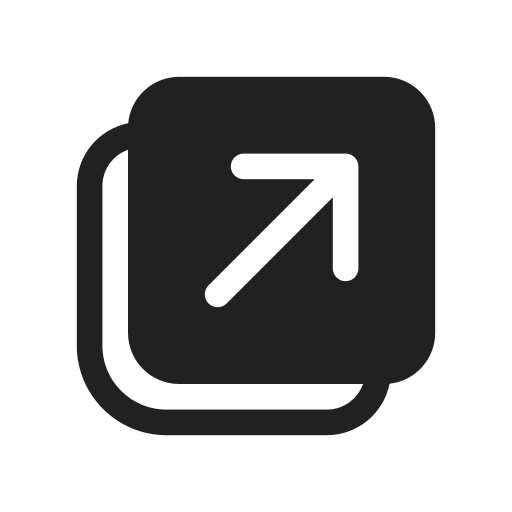
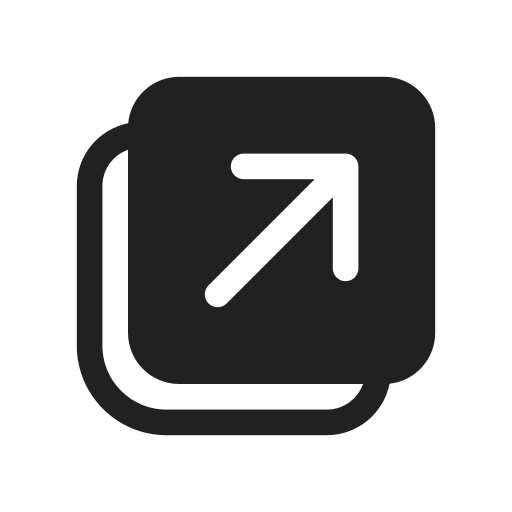


| Cairo, Egypt | [+201119009001](tel://+201119009001) | [leina\_elansary@yahoo.com](mailto:leina_elansary@yahoo.com) | | [leina-elansary-98079789](https://www.linkedin.com/in/leina-elansary-98079789) |
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I’ve got circa 10 years of experience in the game industry. I’ve delivered tens of projects with various technologies, including but not limited to 2D, 3D, Virtual Reality (VR), and Augmented Reality (AR) games using the Unity game engine. The link to the portfolio: [leinall.github.io/leina-portfolio/](http://leinall.github.io/leina-portfolio/)

**Professional Experience**

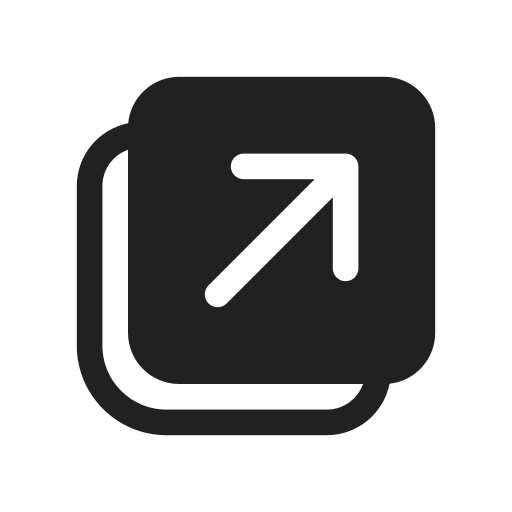
**Senior XR Unity Engineer,** Merse Startup, Cairo, Egypt. **November 2023 – March 2024**

* Delivered two VR experiences:[**Time Management** ****](http://leinall.github.io/leina-portfolio/#TimeManagement)  and **Who is Responsible**[****](http://leinall.github.io/leina-portfolio/#WhoisResponsible) on the client’s platform.
* Developed two generic systems: Dialogue system and Experience evaluation system.

**Game Development Track Supervisor,** Information Technology Institute (ITI), Egypt. **August 2022 – July 2023**

* Teaching courses, track supervision, and content update/creation: Object-Oriented Programming using C++, Unity, XR (VR & AR), and AI in games, developed an online alternative to the offline diploma, and mentored two teams.

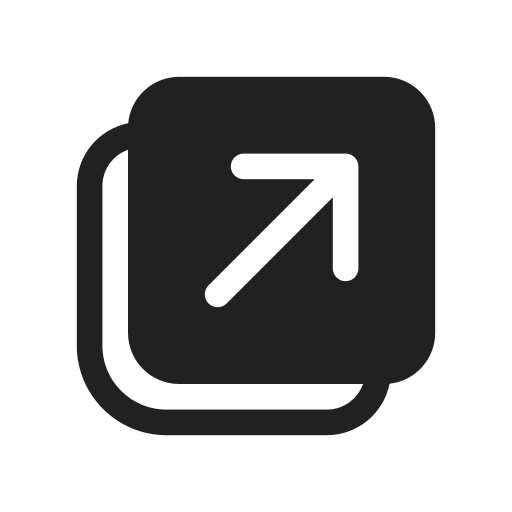
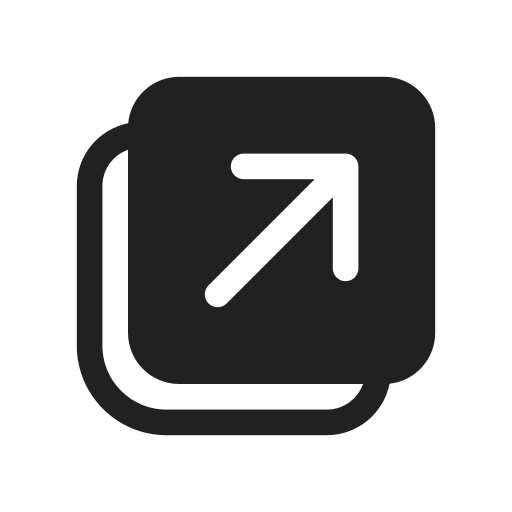
**Research Assistant (project contract),** Nile University, 6th October, Egypt. **September 2021 – July 2022**

* **Built Kingdom of Kemet**[****](http://leinall.github.io/leina-portfolio/#KingdomofKemet)  **game,** turning the incomplete prehistoric era in Egypt’s data into enjoyable gameplay. It was funded by Itida, Nile University, and the Elhadarah museum**.**

**Senior Game Developer (project contract),** Shortcut Studios, Cairo, Egypt. **December 2020 – August 2021**

* Designed and implemented the architecture to clone a published game with a different backstory, including the network architecture.

**VR Team Resources Coordinator,** Vrapeutic Startup, Cairo, Egypt. **October 2019 – August 2020**

* Improved the team productivity by 400%, by delivering 6 game experiences in 10 months compared to 2 per year.
* Redeveloped and refactored an old, unused experience to the production stage, **Rodja**[****](http://leinall.github.io/leina-portfolio/#Rodja) .
* Delivered and developed a VR experience for a psychiatric conference in 2 weeks, **Schizo**[****](http://leinall.github.io/leina-portfolio/#Schizo), enhanced the team’s technical experience, and did R&D stuff.

**Senior VR Unity developer,** ArabTesting, Cairo, Egypt. **June 2019– August 2019**

* Optimised 3 In-house VR experiences, batches went down to 400 from circa 14 K.
* Developed people-wandering AI agents and enhanced the visual and feel of two experiences.

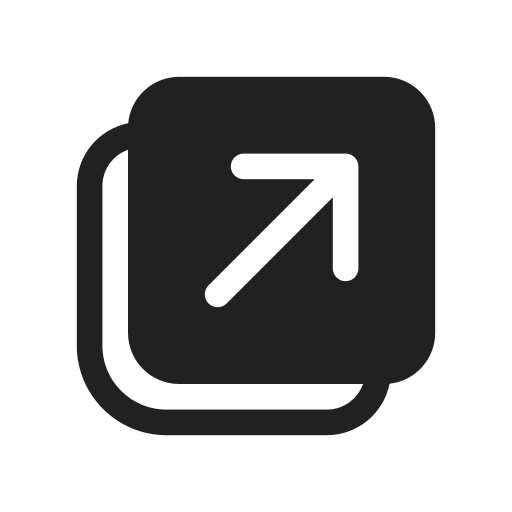
**R&D Unity Developer (part-time contract),** Explore Agora Startup, Cairo, Egypt. **December 2018 – May 2019**

* Provided the developers team with 4 features, including real-time object detection, 2D and 3D face tracking, and AR-based features.
* Delivered a benchmark between current object detection methods in Unity.

**XR Game Developer and Scrum Master,** VRTEEK Startup, Cairo, Egypt. **October 2017 – October 2018**

* Delivered nearly 4 POCs and 8 VR AR mini games,While working with clients like Orange, Skoda, Etisalat, and Pepsico.

**Junior Game Developer,** Nahdet Misr, Cairo, Egypt **July 2017 – October 2017**

* Built the architecture of the **Math-G2 app**[****](http://leinall.github.io/leina-portfolio/#MathG2) and developed 12 generic LO templates to facilitate and reduce the development process.
* Updated the company mindset in the app. Integration method and the platform shape in the market.

**Side Quests - Teaching:**

| Virtual Reality Course: American Embassy in Cairo (2018 - 2019), ITI (2021). Linear Algebra: ITI- AI (2020). Augmented Reality: ITI (2021). Artificial Intelligence | for game developers: (2021 – Present) C++ and OOP: (2021- 2024). | Teaching Assistant: Unity Engine fundamentals: AAST ( Sept. 2018 – Jan.2019) Computer graphics using WebGL: AAST(Sept. 2018 – Jan 2019). |
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**Education**

**Master's Degree,** Ain Shams University, Cairo, Egypt.  **Present**

Master's student in the Computer Science department, working on Virtual Reality and Affective Computing.

**9-month Professional Diploma in Game Development,** ITI, Smart Village, Egypt. **July 2017**  
**Graduation Project**: Chronoka, a VR puzzle fight game that takes you to the old Egyptian lands (Won the judge's first place in the Run double jump gaming event in Egypt 2019).

**Bachelor of Computer Science, July 2015**Faculty of Computer Science and Informatics, Mansoura University, Mansoura, Egypt.

**Accumulative Grade**: Excellent with honors

**Graduation Project**: Emotional improvement in children with autism, **Grade:** Excellent, Funded by ITIDA Company, **Enrolled in the 3-month TIEC acceleration program (Feb. 2016 - Apr. 2016).**

**Courses**

| **Technical** Intro to Generative AI with AWS (2025) Machine Learning Algorithms from A - Z (2025) Machine Learning from A - Z (2024)  Embedded Systems Diploma 3-month program (2021) Introduction to Programming the IoT devices using Arduino and Raspberry Pi Nano degree (2020) Google design sprint (2017) Unity 2D essential training (2017) Java capsule 3-month program (2015) | **General** Academic writing (2021) Scientific writing and journal indexing (2021) Research internship for 1 month at Umami (2021) Basics of scientific research by Egypt Scholars (2020) Ideation and Innovation camp by Intel and Innovity (2014) Python Basics (2014) Intro to BCI (Jul.2013) Intro to Microcontrollers 1 & 2 (2013) |
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**Languages**

**Arabic: Native English: Professional (IELTS: 7.0)**