

Muhammed Nasser

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Summary

Innovative Game Developer with advanced proficiency in Unity, C#, AR/VR, and AI integration using Unity Sentis. Skilled in creating immersive, high-performance gaming and educational experiences through optimized mechanics, intuitive user interfaces, and cutting-edge technologies. Proven ability to thrive in collaborative, fast-paced, and globally distributed teams.

Professional Experience

Game Developer

Apr 2024 – Present

MyelinZ, Luxembourg

- Engineered cognitive games for brain health monitoring and recovery, leveraging Unity and C# to enhance user engagement and data precision.
- Designed interactive brain-training modules, integrating Unity Sentis for on-device AI-driven interactions, improving cognitive outcomes.
- Optimized gameplay mechanics to ensure seamless performance and accessibility across diverse platforms.

Game Developer

Jan 2024 – May 2024

UnionCoop, Giza, Egypt

- Enhanced a 3D retail store experience for mobile and Quest 2 platforms, improving UX through optimized memory and graphics performance.
- Integrated third-party search modules and localized product catalogs streamlining the shopping experience for diverse audiences.

Game Developer

Feb 2023 – Jan 2024

Prime Press, Cairo, Egypt

- Streamlined workflows for educational E-kit development, reducing resource usage and delivery time through advanced optimization techniques.
- Designed scalable question systems and data contexts, enabling flexible and engaging educational content delivery.
- Monitored and enhanced application performance, ensuring robust functionality across multiple platforms.

Game Developer

Aug 2021 – Jan 2023

AD Group Technology, Cairo, Egypt

- Developed VR-based educational projects, significantly improving student engagement and comprehension through interactive simulations.
- Collaborated on a virtual classroom platform, enabling educators to manage and deliver dynamic learning experiences.

Education

Professional Diploma in Game Development

2020 – 2021

Information Technology Institute (ITI), Egypt

Relevant Coursework: Unity, C#, Unreal Engine, C++, Design Patterns

Bachelor of Computer and Information Sciences

2016 – 2020

Menoufia University, Egypt

Skills

Unity, C#, Performance Optimization, AR/VR Development, Design Patterns, Dependency injection, Git, Localization, UGUI, Unity Sentis

Key Projects