

## Professional Experience

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**Unity Developer** Dec 2021 - Present  
*Freelancer Remote*

- Managed several projects with Unity engine and C# as a programming language for clients worldwide using top freelancing platforms, such as Upwork.
- Boost client revenue by integrating ads-platforms and supporting games with 5k active players.
- Worked remotely as a 3D Visualization Software Engineer for Zayn Innovations and successfully developed the 3D body tracking app called Roboflik using Unity and ARKit for iOS.

**3D Unity Developer** Apr 2021 - Nov 2021  
*Fam Holding Remote*

- Programmed multiple project versions while improving logic, blueprints, slates, and widgets.
- Advanced proof-of-concept of a 3D online virtual exhibitions project that allows end-users to interact with each other in a virtual world.

**Game Developer** Sep 2019 - Feb 2021  
*Strangers Studio Remote*

- Cultivated different playing modes, such as playing against AI or friends, survival, and adventure.
- Fostered and published three game projects on Google Play and App Store stores.

**Mobile Developer** Oct 2018 - Aug 2019  
*ICT Solutions Group Palestine - Gaza*

- Created prototypes based on design ideas using C# and JavaScript.
- Developed several proof-of-concept projects, including Augmented reality, 3D apps, and game projects.

**Game Developer** Jun 2016 - Aug 2018  
*Selsela Company Palestine - Gaza*

- Strategized on collectible card games and massively multiplayer online games.
- Shaped playing algorithms for different card games offline against AI or online against other players.

**Game Developer** Aug 2015 - May 2016  
*Pixel Group Palestine - Gaza*

- Worked on multiplayer turn-based games, and handled client-side programs such as UI management and gameplay system.
- Completed several projects and successfully published them on the stores, downloads reached over 500k and received thousands of positive reviews with an average of over 4.7 stars.

## Education

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**Al-Azhar University** B.S. in Computer Science Sep 2010 - Jun 2014  
Relevant Coursework: Game Development, Clean Code, Image Processing, Code Structures.

## Technical Skills

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**Programming languages:** Experienced in C#, JavaScript, Java, and Dart.

**Frameworks:** Experienced in Unity and React-Native.

**Cloud:** FireBase: Authentication, Real-Time Database, Fire-Store Database, Storage, Cloud Messaging, Crashlytics, Google API (Location, Authentication), GitHub, Bitbucket.

## Awards, Competitions, and Extra-Curriculars

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- **Manara-Certified Software Engineer (2023).**
- **Tech Champions contest (2021):** 2nd place winner among 3000 contestants.
- **GSG Mobile Game Development Competitions (2014).**