

Professional Experience

Unity Developer

Dec 2021 - Present

*Freelancer**Remote*

- Manage several projects with Unity engine and C# as a programming language for clients worldwide using top freelancing platforms, such as Upwork.
- Boost client's 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 stores such as Google Play and App Store.

Unity 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 collectable 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, 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

Al-Azhar University B.S. in Computer Science

Sep 2010 - Jun 2014

Relevant Coursework: Game Development, Clean Code, Image Processing, Code Structures.

Technical Skills

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

- **Tech Champions contest (2021):** 2nd place winner among 3000 contestants.
- **GSG Mobile Game Development Competitions (2014):** 1st place winner among 35 teams.