

PROFESSIONAL SUMMARY

- 8+ years software development experience, developing end to end products
- Led end-to-end development of mobile game, app, backend services, frontend dashboard purchase flow
- Took ownership of misaligned production codebases, resolving issues and improving overall stability.
- Confident in client facing positions along side technical positions, taking ownership of projects

WORK EXPERIENCE

Verum Digital | Full Stack Developer | 2022-2024

- Various E-commerce, property management and data migration projects. Contributing to established code bases, resolving issues and took ownership of misaligned code bases to improve toward stability.
- Frontend and backend projects, React, NestJS, ExpressJS, Wordpress.
- Lead and developed an end-to-end Fullstack / Unity based Edutainment (education + entertainment) mobile game to teach Arabic language to kids, with a full backend service and frontend dashboard to track child's progress and implemented external in app purchase flow, saving 30% from Googles and Apples IAP commission.

Waxeye | Unity Developer | 2019-2022

- Various Augmented Reality and Virtual Reality projects. Game projects / unconventional solutions for bespoke clients.
- Implemented game development build pipeline solution and related tooling to enable technical artists to iterate effectively.
- Contributed (Vue/Javascript/ThreeJS) and solved coordination/integration between web development and game development teams, to ensure delivery of interactive 3D website for NZ Pavilion building at the world trade show in 2021.
- Coordinating/Integrating technical solutions with 3D artists for interactive displays.

Titan Ideas | Unity Developer | 2017-2019

- Edutainment mobile apps for the clients.
- Custom made VR and AR installations for holiday / special events around Auckland.
- AR based interactive storytelling app for local cultural body (Unity/C#), implemented a dynamic content delivery system for rapid development of additional content and to get around mobile app size constraints (AssetBundle/AWS).
- AR based colouring book app, dynamic projection of real coloured in pages onto 3D models, bringing kids drawings to life.

Education (Creative Technology AUT, Bachelors 2011 - 2013, Masters 2015 - 2016)

- Project-driven program combining engineering, design, and interactive media.
- Specialised in software engineering / game programming in the program.
- Led / coordinated cross disciplinary teams, artists, designers, and tech contributors.
- Integrating software, sensors, and UX design, optimizing real-time interaction and reliability under showcase conditions.
- Gained strong technical communication skills, pitching solutions and integrating stakeholder feedback.
- Final year project featured in the Auckland Art gallery (Hungry Pixels, digital art installation).
- For masters program, developed a top down shooter game, with a procedural content generation system based of novel genetic algorithm.

SKILLS:

C#, Javascript, Typescript, React, Svelte, Nest JS, Next JS, Express, ASP.NET, PHP, Wordpress, Unity 3D, Python, C++, Java, AWS, Machine Learning, PyTorch

EDUCATION

Auckland University of Technology

Bachelor of Creative Technology 2011 - 2013

Masters of Creative Technology 2015 - 2016

University of Auckland

Master of Artificial Intelligence 2025 (current)