

Samer Madieh

Portfolio: samermadie.com | YouTube: youtube.com/RealaryVR | smadie@gmail.com | github.com/Samermadie

Work Experience

Software Engineer, Clothing Tech LLC

Oct. 2022 – Present

- Working with a team on developing a 3D software solution that allows users to design and style garments. This solution is the first 3D CAD created specifically for fashion design.
- Worked mostly on the UI/UX team with Unity, Unreal, and C#.
- Part of the Social Committee responsible for organizing events and activities for the company.

VR Developer, Team 21 Studio

Oct. 2021 – Sep. 2022

- Working with a team on developing the first major fully cross platform VR MMORPG: Ilysia.
- Working on all aspects of the game including UI/Login scenes, combat mechanics, game items and consumables, special effects, and state systems.

Independent Web Developer

Jan. 2020 – Present

- Developing multiple websites for myself and customers using HTML, CSS, JavaScript, and PHP. Additionally, I am proficient at using WordPress and have used it to create numerous professional websites.

Education

San Diego State University, San Diego, CA

Aug. 2021

- Bachelor of Science, Computer Science

Courses

- | | |
|--------------------------------|-----------------------|
| • Data Structures | • Discrete Math |
| • 3D Game Programming | • Applied Probability |
| • Advanced 3D Game Programming | • Linear Algebra |
| • Computer Architecture | |

Personal Projects (Visit my website for these projects and more)

VR Youtube Channel – RealaryVR (3400+ subscribers)

- Started a YouTube channel that teaches people how to become VR Developers. I create tutorials that are mostly about Unity and development for the Oculus/Meta platform.

VR UI Package – Unity & C# (Oculus Quest)

- Created a Virtual Reality UI Package that includes 30+ ready to use UI assets. These assets are fully customizable and were made to be user friendly, work out of the box, and integrate with both the Oculus/Meta SDK and Unity's XR Interaction Toolkit. Ranked 7 out of 50k packages in its category.

Realary: the first VR Search Engine – Unity, C#, Full-Stack (Oculus Quest & Website)

- Developing a VR search engine that will organize VR/3D content from all around the web and make it easily accessible to users. This will be done through a VR application that will be released for multiple platforms. Additionally, there is a web version of the search engine.

3D Car Game – Unity & C#

- Developed a complete 3D car game with a Game Design Document with a team of 4 using Unity and C#. We used GitLab for collaboration. I developed multiple aspects including game physics, player movement, and 3D map design.

Programming Skills/Technologies

- **Technologies/Skills:** UI/UX, Unity, Unreal, Blender, Oculus, Azure, Git, SVN, Linux, Visual Studio, Rider
- **Languages:**
 - **Advanced:** C#, Java, Python, HTML, CSS, PHP
 - **Intermediate:** Solidity, C, C++, JavaScript, Swift