

Sami Shakkour

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Website: <https://sami.shakkour.dev/> (My website resume)

Education

2019 – 2023: **Sc., Computer Science** | Arab American University, GPA: 80

Projects:

- 1) CPR-VR, a Unity project that teaches CPR, see work experience.
- 2) Medicial, an Android app to create reminders to take medicine.
- 3) Ocean Overdose, my first game designed during my Game Development course, inspired by Feeding Frenzy.

Work Experience

2023 June – 2023 December | VR Developer

Managing and Developing VR Related Content for the Curriculum for Arab American University by planning VR Labs, helping senior students and teaching them VR development in Unity XR.

2022 – 2023 | CPR VR

Internship provided by the Arab American University, developed a CPR simulation using Unity XR.

The CPR simulation teaches the fundamentals of the procedure such as creating a safe environment, usage of AED, proper compression depth/rate, video example [here](#).

2018 | Rashtronics Website Developer

Developed their personal website @ <https://rashtronics.com/>, a company that focuses on building car related tools to help people with disabilities able to drive.

Volunteer And Others:

2019 – Today | A Hat in Time Modding Scene

Developing personal mod projects with 3 of them being Spotligthed by the developers themselves. I specialize in creating gimmicks/mechanics and UI related content in Unreal 3 through UnrealScript with all its limitations.

My currently (unreleased) project focuses on creating a UI chat element where players can communicate only through emotes or pinging spots in the world, [chat example video](#), [UI example video](#). **Note:** Unreal 3 doesn't provide many of the features that text in UI would have such as breaking lines, coloring parts of it therefore a lot of solutions were made to achieve these features.

2018 – 2019 | First Lego Mindstorms Mentor

Mentored the RoboKids team of Sisters of Nazareth Haifa to develop and program a LEGO Mindstorm robot to accomplish tasks using problem solving technics for the FIRST LEGO League competition during 2018 Season. Volunteered.

Technical Skills

- C, C++, C#, Java, Python, JavaScript.
- Web dev, Game Dev, VR.
- Unity, Unreal Engine 3.
- ReactJS
- Windows, Linux.

Languages

- Arabic – Native
- English – Fluent
- Hebrew – Intermediate
- German - Beginner