

Amr Saleh

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<http://amrsaleh.me> (under construction) | <https://github.com/amrnator>

SUMMARY

Ambitious student with experience in software development, team communication, and various practical computer applications. I'm technologically savvy with outstanding coordination and communication skills, as well as a desire to learn and improve in a technical field. I have professional experience using tools such as Blender and Unity to create applications for various games and projects.

EDUCATION

Rutgers University

New Brunswick, NJ

Bachelor of Science – Computer Science

May 2018

RELEVANT COURSE WORK

- **Introduction to Artificial Intelligence:** Machine Learning, AI, Neural Networks.
- **Software Methodology:** Design Patterns, Java, Scala, Object Oriented Programming, Android development.
- **Seminar in Computational Citizen Science:** Digital storytelling, Public participation in computing.
- **Principles in Data and Information Management:** Database management systems, MySQL, HTML, CSS.
- **Internet Technology:** Computer Networking, TCP/IP, Firewalls, Network Security, Python.

ACADEMIC PROJECTS

Digital Story Telling Research Project

- A simple puzzle game where the player influences the behavior of intelligent agents, rather than directly control them.

Computational Citizen Science Project: Twitch Adventure

- A short adventure game, where viewers watching the game on twitch can influence gameplay through the chat.

Rover Game

- An exercise in using Blender and Unity, where I used real terrain data of planet Mars to create a 3D mesh of Gale Crater. I used the mesh to recreate the terrain in Unity. The player controls a rover and can explore the crater.

PROFESSIONAL EXPERIENCE

Arcane Reality

Piscataway, NJ

Virtual Reality Developer – Intern

June 2016 – July 2017

- Implemented features and design patterns into VR applications and games.
- Became experienced using the Oculus Rift and HTC Vive in conjunction with Unity and Steam VR.
- Educated other interns, and managed them during projects.

EXTRACURRICULAR EXPERIENCE

Creation of Games Society

New Brunswick, NJ

Secretary

May 2017 – October 2017

- Drafts an organizational plan and records meetings.

TECHNICAL SUMMARY

- Programming Languages: Java and XML, JavaFX, Python, C, C#, C++, Scala, Kotlin, JavaScript, MySQL.
- Software tools: Git, Bash, Unity 3D, Blender 3D, Tensorflow, Ruby on Rails, HTML/CSS, Node.js, React Native.

