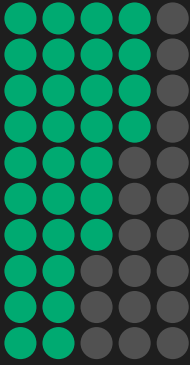


## SKILLS

### Technical Experience

Unity3D  
Phidgets  
Git , Souretree  
C# , .NET  
Xcode  
Swift  
Arduino  
Unreal Engine 4  
HTML & CSS  
Ventuz Realtime  
Graphics



### Languages

Arabic  
English  
Russian



## CONTACT

🏠 Dubai, United Arab Emirates  
✉ anasbitar173@gmail.com

in [www.linkedin.com/in/anas-bitar-a5a875100](https://www.linkedin.com/in/anas-bitar-a5a875100)  
🐦 <https://twitter.com/AnasBitar173>  
🌐 [www.techanas.com](http://www.techanas.com)

# ANAS BITAR

INTERACTIVE MEDIA & GAMES DEVELOPER

## PROFILE

Experienced Software Engineer with a demonstrated history of working in the computer software industry. Skilled in Unity3D, c# Scripting, Public Speaking, .NET, VR , AR , Sensors and working with hardware such as phidgets & arduino. Strong engineering professional with a Game development focused in Major of Games Development from SAE Institute.

## EXPERIENCE

- **January 2017 - Present** - **Eventagrate**  
Programmer, Dubai  
Worked with a full team building interactive applications for clients. My role was planning and building the application using Unity3D
  - Worked with sensors such as phidgets & - - Arduino
  - Motion Capture ( Optitrack )
  - wrote custom C# scripts for the designing team that use Ventuz Realtime Graphics software ( Node based )
  - Developed IOS , Android & Desktop Applications
  - Developed AR applications for various industries
  - Developed VR Applications such as games , educational , 360 videos and others.
- **May 2015 - June 2015** - **IMPACT BBDO**  
Intern Programmer, Dubai  
intern programmer at impactBBDO worked on AR application for real estate were i demonstrate houses using AR using image tracking

## EDUCATION

- **2015 - 2017** - **SAE Institute , BA in Games Programming**  
Dubai, City  
Description of the education/course.