# SKILLS

## Programming Languages

C#
PHP
Python

## Technologies

Unity3D
Phidgets
HTC Vive
Kinect
Optitrack
Oculus
Arduino
Ventuz Realtime graphics
Unreal Engine 4

## Languages

English
Arabic
Russian

# CONTACT

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# 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 phigets & - - 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