**CAREER SYNOPSIS**

* **Computer Graphics & Video Games:** Experience in 3D modeling and video game development with Unreal Engine and Unity, and crafting custom shaders, including photorealistic and toon-shading raytracers using WGSL.
* **AI & Machine Learning**: Completed advanced coursework in Artificial Intelligence, Machine Learning, and Machine Vision.
* **User Research & Product Design**: Proficient in UI/UX design and prototyping for web, mobile, and XR software, in addition to hardware products, emphasizing user research and usability testing for optimal product design.
* **Web & App Development**: Skilled in full-stack web & iOS app development, integrating user research for user-centric solutions.
* **Adaptive Leader**: Demonstrated leadership in diverse environments, guiding teams to innovate and adapt to technological shifts.
* **Global Perspective**: Offer a diverse international outlook to projects, merging cultural insights with inclusive design.

**EDUCATION**

*KAUST (King Abdullah University for Science and Technology) Thuwal, KSA*

**Master’s in Computer Science;** *GPA: 3.53/4.0* **Aug 2023 - Jan 2025**

*University of Rochester Rochester, NY, USA*

**Bachelor of Science in Computer Science | Minor in Digital Media Studies;** *GPA: 3.53/4.0* **Aug 2019 - May 2023**

**PROFESSIONAL EXPERIENCE**

**VR Game Development Intern, Saudi Aramco June 2024 – Aug 2024**

* Conceptualized and prototyped educational oil exploration game using Figma, completing ~30% of game development process.
* Developed VR project template with hand tracking to convert existing Oculus projects to Vive Focus 3 projects, in Unreal Engine.

**Research Intern, Nano-visualization Research Group, KAUST,** *Thuwal, Saudi Arabia* **Jan 2024 – May 2024**

* Converting functionality of an existing OpenGL application to WebGPU, for automated camera animations in a molecular biology visualization system, enhancing documentary-style video creation.
* Navigated and contributed to complex GitHub project with submodules, modifying 88 files with 26,557 insertions & 10,701 deletions.
* Top of Form

Bottom of Form

**Teaching Assistant, University of Rochester Aug 2021 – May 2023**

* Video Game Development class (Spring 2023), supported students as they develop games in Unreal Engine.
* iOS Mobile App Development class (Fall 2021), helped students as they developed iOSapps in Swift.

**Media Tech Intern, NBCUniversal,** *Los Angeles, CA* **June 2022 – Aug 2022**

* Created applications to automate intern alumni browsing and business verification, enhancing efficiency.Top of Form
* Migrated and optimized an Excel sheet to Airtable for better data maintainability and analytics generation.
* Bottom of Form

**Tech and Product Intern, Millie Group,** *New York, NY* **May 2021 – Aug 2021**

* Finalized the features of Millie’s internal website through user research and designed the UI/UX via Figma.
* Developed a PERN Stack (PostgreSQL, Express, React, NodeJS) app, and managed the database through PostgreSQL & AWS.

**PROJECTS**

**Phobigone Aug 2022 - Dec 2022**

*VR game application to help users overcome their phobias (fear of the dark, heights, small spaces).*

* Designed a scene in *Unity* depicting a realistic cityscape with 3D building, animated objects, and collectable items.
* Evaluated the quality, effectiveness, and efficiency of the app through usability testing.

**BalanceBuddy Jan 2022 - May 2022**

*Website (prototype) to balance between students’ schoolwork & internship search process through daily tasks & progress dashboard.*

* Conducted user research, designed prototypes in Figma and performed usability testing for the working prototype.
* Developed the back-end of the webpage and Chrome extension using React, and set up a MongoDB database.

**EXTRACURRICULAR ACTIVITIES**

**ShenTech Entrepreneurship Bootcamp, InnoX Academy,** *Shenzhen, China.*  **Jan 2024**

* Recognized as a top project; a shoe-cleaning device, designed by conducting user research, prototyping, and market analysis.

**Student Volunteer, SIGGRAPH Asia 2022,** *Daegu, South Korea* **Dec 2022**

* Supported the conference’s events like the Computer Animation Festival & Emerging Technologies exhibition.

**Marketing & Design Team Lead, DandyHacks Hackathon 2022,** *Rochester, USA* **Mar 2022 – Nov 2022**

* Lead a team of 4 to design and market publicized content, and utilize Airtable to keep track of tasks and goal.
* Increased participation by 60% (150 total) and project submissions by %277 (25 total) from the previous year.

**SKILLS**

* Python, C, C++, C#, JavaScript, Java, Swift, React, Three.js, SQL, R, WGSL, WebGPU, OpenGL, Bash, GIT, Numpy, SciPy, sklearn, PyTorch
* Unreal Engine, Unity, Blender, Figma, Adobe Illustrator, Adobe Premiere Pro, Adobe Photoshop
* Adaptability, creativity, problem-solving, leadership
* Native, Arabic; Fluent, English