

## TECHNICAL PROJECT MANAGER, SOFTWARE ENGINEER & ANALYST, GAME DEVELOPER

### SKILLS

**Code:** Python, C++, C#, HTML/CSS, JavaScript, React.js, SQL, Neo4j

**Software:** Trello, JIRA, Asana, GitHub, Hacknplan, Vanta

**Game Engines:** Unity3D, Unreal Engine, Twine, Ink

**Languages:** English, Arabic

**Misc.** software documentation, game design & development, project management.

### ACTIVITIES

#### UC Davis Game Dev Club

Co-president — 2017-2019

Organized weekly meetings & game jams; connected professors with students to develop games for research & educational purposes.

#### Computer Science for Kids

Volunteer — 2015

Taught coding games with Scratch MIT to elementary school students in Davis & Woodland area.

#### Manara Research

Cofounder — 2013-2016

Established a non-profit to educate & prepare pre-college Arab students to participate in science fairs.

#### TEDxYouth @ Jeddah

Speaker — 2012

Presented a 12-min talk about the effectiveness of educational games.

### EDUCATION

#### University of California at Davis

June 2019

B.S in Computer Science

### EXPERIENCE

#### TECHNICAL PEOPLE OPS MANAGER

Reduct, San Francisco, CA — 2021 - 2022

- Led technical recruitment pipelines from outsourcing to communicating & assessing potential engineering candidates to conducting phone screening and technical interviews.
- Handled security and compliance functions, from performing all vendor security assessments, to monitoring and remediating security issues over Vanta & following SOC II and HIPAA process.
- Built & maintained culture from having 1:1's with the team to creating team-wide activities.

#### TECHNICAL CONSULTANT

Leyton, San Francisco, CA — 2020 - 2021

- Identified technical activities within software organizations related to R&D activities defined by IRS guidelines & wrote 20+ comprehensive client studies in support of these findings.
- Interviewed and worked cross-functionally with high-profile clients to identify qualified R&D software activities. Delivered over \$350k in identifiable credits.
- Delivered several internal presentations related to the software & gaming industry. On some occasions charged with leading a team in creating sales campaigns specific to those industries.

#### PROJECT LEAD & GAME PRODUCER

University of California, Davis, CA — 2017 - 2019

- Led a team of programmers, artists, writers, and a composer, & shipped an online game in less than 10 months, offered in 9 UC campuses for 5 years and served 300+ students.
- Designed the concept of a 9-level educational top-down 2D role-playing video game in Unity3D as supplementary assignments for the undergraduate course "Introduction to Research".

#### PRODUCT ENGINEERING INTERN

Team Proxi, Berkeley, CA — 2018 - 2019

- Built sentiment classifiers in Python to identify emotional state of a player's text input in Proxi, Will Wright's next AI simulation game based on players' memories.
- Iteratively designed 10+ conversational gameplay mechanics based on players' text input to create novel interaction elements in the game.
- Led team efforts to select 10 famous people in the game to be recognized in Asia, Europe, and the US to support international game release and coordinated with historians.

#### GAME DEVELOPER INTERN

Ranam Company, Boston, MA — 2017 - 2018

- Implemented the user interface of a mobile game application teaching how to play songs in Middle Eastern instruments, using C# in Unity3D.
- Implemented Arabic localization text, data manager & analytics system using Firebase.
- Conducted continuous quality assurance testing for MIDI song files in the app.

### RESEARCH, PROJECTS & ACCOMPLISHMENTS

#### E{du}motion Participant at HackDavis — 2017

Designed an app resulted in a published study about emotion tracking effect in academic performance with Prof. Naraine Yeghian in D.I.C.E lab.

#### SHADOW PAN Participant at UC Davis Undergraduate Research, Scholarship, & Creative Conference — 2016

Created a video game to provide help and guidance for people dealing with depression through interactive conversations.

#### BETA-LAB Undergraduate Researcher — 2015

Designed learning environments, tools, and projects to support student's learning through making using 3D printer, laser cutter, and Arduino.

#### KAUST Gifted Students Program Scholar — 2012

Recipient of a full scholarship to complete a bachelor degree at UC Davis from King Abdullah University for Science and Technology.

#### GOOPLAY 1st place winner in Intel International science & Engineering Fair — 2011

Designed & programmed an educational video game for researching the effectiveness of using games for improving kids web-searching skills.