



## PROJECT MANAGER — GAME DEVELOPER — SOFTWARE CONSULTANT

### SKILLS

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

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

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

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

### ACTIVITIES

#### UC Davis Game Dev & Art Club

Co-president — 2017-2019

Organized weekly meetings, game jams, and workshops; connected professors with students to develop games for research and 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.

### EDUCATION

#### University of California at Davis

June 2019

### INTERESTS

Games, data, emotions, stories, education, learning, mental health, creative writing, & ballroom dancing.

### 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 HIPPA 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 WEB APP & RESEARCH PAPER — 2017

Designed a web app for tracking emotions during class, developed during HackDavis'17 and resulted in a published study about using mobile technology to understand emotion regulation in academic performance with Professor Naraine Yeghiyan in D.I.C.E lab.

#### GOOPLAY 1ST PLACE WINNER IN INTEL INTERNATIONAL SCIENCE & ENGINEERING FAIR — 2011

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