



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 Yeghiyan 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 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.