

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, Scratch

Languages: English, Arabic

VOLUNTEERING

Lead Organizer

UC Davis Game Dev Club 2017-2019
Organized weekly meetings & game jams; connected professors with students to develop games for research & educational purposes.

Instructor

Computer Science for Kids 2015
Taught coding games with Scratch MIT to elementary school students in Davis & Woodland area.

Co-Founder

Manara Research 2013-2016
Established a non-profit to educate & prepare pre-college Arab students to participate in science fairs.

Speaker

TEDxYouth@Jeddah 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 & SECURITY MANAGER

Reduct, San Francisco, CA — 2021 - 2022

- Led technical recruitment efforts including assessing potential engineering candidates and conducting phone screening & technical interview.
- Performed security Vendor Security Assessments, and monitored & remediated security issues following SOC II and HIPAA process.
- Built & maintained company culture by conducting regular 1:1's & planned team-wide offsite retreats.
- Handled HR responsibilities including payroll, equity, expense, onboarding/offboarding, & immigration.

TECHNICAL CONSULTANT

Leyton, San Francisco, CA — 2020 - 2021

- Interviewed and worked cross-functionally with high-profile clients to identify qualified R&D software activities. Delivered over \$350k in identifiable credits.
- Led a team of software analysts in Canada & Morocco to identify R&D technical activities within software organizations defined by IRS guidelines & wrote 20+ comprehensive client studies.
- Delivered several internal presentations related to the software & gaming industry.

PROJECT LEAD & GAME PRODUCER

University of California, Davis, CA — 2017 - 2019

- 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".
- Shipped a game in 10 months, offered in 9 UC campuses for 5 years and served 300+ students.
- Led a team of programmers, artists, writers, and a composer, & guided game development to align with course objectives.

PRODUCT ENGINEERING INTERN

Team Proxi, Berkeley, CA — 2018 - 2019

- Iteratively designed 10+ conversational gameplay mechanics based on players' text input to create novel interaction elements in the game.
- Built machine learning models for 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.
- 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 UI with C# in Unity3D for mobile educational game to teach Middle Eastern instruments.
- 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 on academic performance with Prof. Naraine Yeghyan 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.