



EHAB AYMAN

LEAD XR DEVELOPER

ABOUT

Lead XR Developer at 5DVR, a Former technical lead, and a Co-Founder at EpicVR.

Tech Enthusiast / Skilled in VR/AR Games Development, VR/AR Apps, Game Scripting & Games Networking

WORK EXPERIENCE

LEAD GAME DEVELOPER

5DVR | 03/2020 - Present, Cairo, Egypt

<http://www.5d-vr.com/>

META SPARK DEVELOPER

Freelance | 2020 - Present

Developing AR effects using Meta Spark Studio for Facebook & Instagram

SENIOR GAME DEVELOPER

Hub43 | 09/2019 - 03/2020, Cairo, Egypt

Game Studio whom been working on an online mobile space shooting game currently released in the Beta phase.

<https://www.hub43.com/>

TECHNICAL LEAD

EPICVR | 08/2017 - 07/2019, Cairo, Egypt

An Egyptian Startup whom been working in the virtual reality & Augmented reality industries since 2015.

CO-FOUNDER, SOFTWARE & GAME DEVELOPER

EPICVR | 10/2015 - 08/2017, Cairo, Egypt

An Egyptian Startup whom been working in the virtual reality & Augmented reality industries since 2015.

EDUCATION

BACHELOR'S DEGREE, COMPUTER SCIENCE

Faculty of computers & Information Helwan University | 2009 - 2013

PROJECTS

GALAXY KNIGHTS

HUB43

A futuristic Online team-based spaceships battle game where team members try to defeat the opposing team using a variety of spaceships & weapons. In this project, I was responsible for game mechanics enhancement and implementing new User Interface for the game.

<https://bit.ly/37KDmnO>

📍 Building 13, 1186 square,
Sheraton Buildings, El-Nozha,
Cairo, Egypt

☎ +20 1285 922 339

✉ ehab.ayman.gh@gmail.com

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LANGUAGES

Arabic

Native

English

Full Professional Proficiency

SKILLS

- Virtual Reality
- Game Development
- Spark AR Studio
- Unity Engine
- Unreal Engine
- WebXR
- C#
- Photon Networking Engine
- Git
- Socket Programming
- Object-Oriented Programming (OOP)
- Design Patterns
- OpenCV
- Agile
- Kinect For Windows SDK
- HoloLens 2 SDK
- Mixed Reality Toolkit for HoloLens 2
- AR Foundation
- 8th Wall Web AR

SPACE ARENA

EPICVR

VR PVP Multiplayer shooting game. In this Project i was responsible for designing the classes structure of the game / Class diagram, implementing suitable design patterns for the game (factory method, state pattern), implementing networking architecture for the game using Photon Networking Engine, menu system, scoring system and battle system.

 <http://bit.ly/2zq1qMj>

ZOMBIE LAND

EPICVR

VR CO-OP Multiplayer Zombie Shooting game. In this project i was responsible for assembling the game 3D assets, scene lighting, implementing the Networking architecture / logic of the game using photon unity networking (PUN) .

 <http://bit.ly/2HuqLJy>

KELVINATOR VIRTUAL REALITY ACTIVATION

EPICVR

A Richie's walk the plank like experience for Kelvinator Home Appliances in KSA. It was implemented using unity engine for HTC Vive Platform.

 <http://bit.ly/32aEHjU>

VIRTUAL REALITY PLANTATION QUIZ

Freelance

A virtual reality awareness campaign for children about plantation process developed for Dubai Municipality. It was implemented using Unity engine for both HTC Vive and Gear VR platforms

 <http://bit.ly/2t5hZKf>

WHITE POINT EL ABD VIRTUAL REALITY ACTIVATION

EPICVR

A virtual reality activation for White point El Abd Appliances where the user is challenged to accomplish some tasks related to white point appliances through a challenging and engaging experience. It was implemented using unity engine for Oculus Go Platform

 <https://bit.ly/2Wu0B34>

QARARI ROAD SAFETY AWARENESS CAMPAIGN

EPICVR

A VR Awareness campaign about road Safety developed for the Omani National youth commission. In this project i was responsible for the game scene assembling , lighting , implementing air bag animation and Awareness messages UI .

 <http://bit.ly/2L3QxGV>

360 ARCHITECTURAL VIRTUAL TOUR

Freelance

A virtual tour for a duplex apartment developed for a architecture studio. It was developed using unity and Google cardboard SDK.

PUBLICATIONS

REMOACT: PORTABLE PROJECTED INTERFACE WITH HAND GESTURE INTERACTION

2014

<https://thescipub.com/abstract/10.3844/jcssp.2015.738.749>

COURSES

Unity: Timeline and Cinemachine

Animating Characters with Mecanim in Unity 3D

Programming Foundations: Design Patterns

Programming Foundations: Object-Oriented Design