Basel Abdelaziz

Software Engineer

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EXPERIENCE

Obsess, New York, NY — *Software Engineer*

June 2017 - PRESENT

Developed a VR and AR Shopping platform using Unity and native tools, a web VR shopping platform and a CMS using Three.js and React and worked on an iOS AR SDK using Objective-C and sample applications using Swift.

The Glass Files, Bronx, NY — *iOS Developer*

March 2017 - Present

Working on and improving The Glass Files iOS App.

THAPP, Riyadh, Saudi Arabia — *Tech Lead*

March 2016 - December 2016

Hired, led and project managed a team of developers, and released 3 mobile apps.

NA3M GAMES, Amman, Jordan — *Game Developer*

March 2014 - Feb 2016

Worked both individually and with teams of up to 10 people on Unity games.

Game Cooks, Beirut, Lebanon — *Game Developer*

September 2012 - December 2013

Developed Mobile Unity Games and Native iOS/Android games and plugins.

TakTek Games, Amman, Jordan — *iOS Game Developer*

April 2011 - September 2012

Worked on iOS features for Unity (such as IAP, Game Center and Social Media Integration). Created native iOS Apps and games (Objective-C and Cocos2d).

LEAD Technologies, Amman, Jordan — *Development Support*

March 2009 - March 2011

Provided development support for a document imaging toolkit. Supported and helped solve programmers' issues in the SDK.

EDUCATION

Hashemite University, Amman, Jordan — *Software Engineering*

September 20016 - January 2009

SKILLS

Swift

Objective-C

Unity C#

React JS

LANGUAGES

Arabic, English