

MAI EL-AWINI

Creative Developer

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Halifax, NS, Canada



2010
- present

Current Studios

Mobile/Unity3d Developer

At Current, I lead a small team of developers who specialize in Augmented Reality solutions for web, kiosk, and mobile platforms. As a developer I work on many types of application from marketing campaigns to games to educational apps. I've become very well versed in the popular Unity game engine, while also gaining knowledge in native iOS and Android development and publishing. As a team lead, I am constantly engaged with the entire crew of project managers, developers, 3D artists, and graphic designers. My roles include providing development support and managing project timelines and tasks, understanding the 3D pipeline to ensure that assets are delivered properly to developers, and collaborating on intuitive and appealing user interface designs.

2009

Bedford Institute of Oceanography

Java Application Developer

Designed and developed a tool to retrieve and correct ocean tide data. Enjoyed collaborating with scientists and other developers on the design and functionality of the application. Using Java and the Spring framework, I built an easy-to-use UI for visualizing the data and applying various correction algorithms. On the back-end, I used the JDBC API to efficiently query a large database and update it accordingly. The project was successfully completed by the end of my work term, and I received an offer to return after my graduation.



Dalhousie University

Halifax, NS, Canada

2006 - 2010

Bachelor of Computer Science

Awards

2008: Silver Medal Award

2007: Dalhousie Sexton Scholarship

2006: Dalhousie Entrance Scholarship

Dalhousie CS Entrance Scholarship



Unity3d Engine (C#)

★★★★★

AR & VR Tools

★★★★★

Native iOS (Obj-C)

★★★★●●

Native Android (Java)

★★★★●●

Version Control (Git)

★★★★●

Management & Leadership

★★★★●

UI/UX Development

★★★★●●

English: Fluent

Arabic: Fluent

French: Moderate



Available upon request.