Robear Selwans

📞 (+20)-120-8485022   🔗 mo7sen.github.io

✉️ robear.selwans@outlook.com

Work Experience:

Graphics/Generalist Programmer at The Forge Interactive Inc.   Nov. 2021 - Sep. 2024
- Debugged and Integrated features into TheForge rendering framework
- Was part of the team consulting BigBoxVR, using Unity for VR development
  - Implemented features to improve UGC performance for Population:One's sandbox mode.
  - Implemented multiple asset authoring features to allow higher visible object counts on the Meta Quest 3 VR headset without sacrificing performance.
  - Implemented multiple rendering features to improve visual fidelity without sacrificing performance on the Meta Quest 2 and 3 VR headsets.

Education:

Bachelor's in Computer Engineering and Software Systems   Oct. 2016 - Jul. 2021
Ain Shams University   Egypt

Projects:

evol: A modular game engine
- ❖ Led the team throughout the engine's graduation project phase.
- ❖ Built the plugin framework of the engine as well as all the non-rendering modules.
- ❖ Helped in the implementation and debugging of the renderer module, and recently started rewriting it to have better usability.
- ❖ Continuing to work on it as a hobby project, rewriting modules to increase stability.

ImprovGFX: An offline renderer (gone on-device)
- ❖ Led the team throughout the entire project.
- ❖ Built the renderer and added OpenCL acceleration to the renderer.
- ❖ Created an accessible API for my teammates

CPU-RT: A PBR CPU Raytracer
- ❖ Basic ray-tracer implementation with glTF2.0 format support and PBR materials.

Professional References:

Wolfgang Engel

CEO - The Forge Interactive.

wolf@theforge.dev