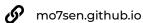
# Robear Selwans



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# **Work Experience:**

#### **Graphics 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 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

Egypt

Ain Shams University

## **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 gITF2.0 format support and PBR materials.