



# Robear Selwans

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## Education:

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

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## Projects:

### **evol:** A modular game engine

❖ **Role:**

- Led the team throughout the entire project.
  - Built the plugin framework of the engine.
  - Built solely the modules for Scripting, Physics, ECS and Asset manager
  - Helped in the implementation and debugging of the renderer module
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## Programming Tools and Languages:

C/C++

Rust

Java

Renderdoc

Git

Visual Studio

gdb

perf

Valgrind