# Contact Details

**Mohamad Shiha**

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**CO. Mayo, Ireland.**

**With Valid Visa to Work and live in Ireland (Stamp 4)**

# Professional Summary

Resolute and accomplished software engineer with over 5 years of experience in the development of sophisticated and efficient code. Proven ability in troubleshooting and debugging intricate systems to deliver robust and scalable applications. A strong advocate for clean code principles, committed to continuous learning and innovation. Seeking challenging opportunities to apply and further develop my technical ability in a dynamic and collaborative environment.

# Education

* Bachelor’s degree in computing in Games Development (Distinction, First in Class) Institute of Technology, Sligo (2021).

# Licenses & Certifications

* Cisco Certified Network Associate Industrial (CCNA I) (2010).
* CompTIA Network+ (2010).
* CompTIA A+ (2010).

# Technical Skills

* **Programming Languages:** C#, C++, Java, SQL.
* **Software Development:** WPF, .Net, .Net Core.
* **Database Technologies:** MySQL, Microsoft SQL Server.
* **Version Control:** GitHub, Perforce, Gitlab.
* **Other Skills:** Unity Engine, Unreal Engine, Visual Studio, Swarm, HTML, JavaScript, CSS, Photoshop, Windows command line, Windows Power Shell.
* **Strongest Skills:** Unity Engine, C#, MVC, OOP.

# Professional Experience

## Black Shamrock, Ireland Senior Software Engineer | June 2021 – Present

* Spearheaded the development of impactful gaming titles such as [Kerbal Space Program (PC)] and [PGA TOUR 2K23(PS5, PS4, Xbox, PC)], showcasing proficiency in C#, MVC, Unity, Visual Studio, Perforce, and Swarm.
* Developed state tree (UE5) for a confidential project, contributing valuable insights and expertise to enhance project outcomes (AI programming).
* Successfully led the seamless transition of a project from Unreal Engine 4 to Unreal Engine 5, demonstrating advanced skills in C++, Perforce, and Swarm.
* Collaborated with cross-functional teams to analyse and gather project requirements, ensuring the implementation of effective solutions and innovative features.
* Maintained code quality through meticulous testing, comprehensive code reviews, and adherence to industry best practices.
* Resolved intricate technical challenges through systematic troubleshooting, debugging, and optimization efforts.
* Active participation in Scrum processes, including sprint planning, stand-ups, and retrospectives.

### Additional Experience

* Engaged with advanced features in Unreal Engine 5, including Procedural Content Generation (PCG), elevating proficiency in innovative gaming technologies.

# Achievements and Awards

* Successfully resolved critical bugs during pivotal project phases, ensuring timely completion and flawless functionality.
* Demonstrated outstanding coding skills by implementing complex features aligned with design team requirements, using clean and scalable code practices.
* Played a pivotal role in project success by developing rapid prototypes, aligning teams with design visions, and establishing solid foundations for future progress.
* Developed sophisticated state-driven code for a game using XNA Microsoft framework in C# for a second-year project.
* Created scripts for a 2D game in the first-year project, allowing the team to focus on level design and other critical aspects.
* Designed and implemented a full wireless network using MikroTik hardware, providing essential internet access to an area previously inaccessible.
* Developed a script for data backup from shared drives to a network drive, saving the company valuable work hours.

# Interests

* **Learning New Features and Embracing Challenges:** Enthusiastic about continually learning modern technologies and embracing challenges in the evolving landscape of software development.
* **Video Games:** Enthusiastic about playing and developing video games, immersing myself in diverse virtual worlds and exploring captivating narratives.
* **Science Fiction Movies:** Deep fascination for science fiction movies, finding inspiration in their futuristic concepts and storytelling.
* **Game Development:** Channelling coding passion into personal game development projects during leisure time, deriving joy from creating interactive experiences and pushing technological boundaries.
* **Algorithm Exploration:** Enjoy challenging myself with algorithmic problem-solving, exploring different algorithms, and finding efficient solutions for intellectual stimulation.
* **Debugging and Troubleshooting:** Find it rewarding to help fellow programmers with debugging and troubleshooting, contributing to the programming community by collaborating and sharing knowledge.