MOHAMED REFAAT

XR Software engineer

About Me

I am an XR Software Engineer with over five years of experience in developing immersive and interactive games for various platforms. I specialize in Unity, Virtual Reality, AR, webVR, MR, and mobile games, and have worked on high-budget productions for reputable companies. I have a strong grasp of programming and design patterns, as well as a keen eye for UX, art, and gameplay design. I write clean, well-structured, and self-documenting code that is adaptable to project changes. I thrive under pressure and deliver quality work within tight deadlines.

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📍 mohammref.github.io/

Language

- Arabic (Native)
- English

Expertise

- C Sharp (C#)
- Unity 3D, 2D
- Virtual Reality (VR)
- Augmented Reality (AR)
- Mixed Reality (MR)
- WebVR
- Game Development

Experience

Extended reality developer
IVY Stem International School
Nov 2022 - until now

- virtual Reality Applications
- Augmented reality Applications
- mixed reality Applications
- unity 3D development

Extended reality developer
bright Vision Company
Jan 2021 - Oct 2022

- virtual Reality Applications
- Augmented reality application
- unity 3D development
- WebVR

Augmented Reality for educational
Mimic
Mar 2020 - Dec 2020

- augmented reality using EasyAR for educational
- unity 3D Applications

Education

Banha University
Bachelor of : Computers and Artificial Intelligence
2015 - 2018

Udacity
Virtual Reality Nanodegree
2017 - 2018

Skills Summary

XR Reality — 95%

Project Management — 81 %