



MOHAMED REFAAT

XR Software engineer

About Me

I am an XR software engineer with over seven 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
- Game Development
- Virtual Reality (VR)
- Augmented Reality (AR)
- Mixed Reality (MR)
- WebVR

Experience

XR Software Engineer

Ekson - Almotahida Education

Mar 2023 - until now

- XR Educational Applications
- unity 3D development

Extended Reality developer

IVY Stem International School

Nov 2022 - Mar 2023

- 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%

Game Development 90%