

EMPLOYMENT

Senior 3D Software Engineer	4D Pipeline	Jun 2021 - Present
<ul style="list-style-type: none">• Made an Alembic importer plugin for UE4 to import files from CLO or Modo and assign appropriate materials and textures.• Made a tool for accessing smartsheet api, getting data and converting this data to CSV using Json template as guideline.• Maintaining and developing CLO plugins.• Developing and maintaining AWS S3, RDS, Lambda and step function services. and standalone JS service for CLO plugin.• Technologies: Unreal Engine 4, Visual Studio, C++, Python, Git, QT, JS, AWS, CMake.		
Senior Software Engineer	Instinct Games	Dec 2017 - Jul 2021
<ul style="list-style-type: none">• Working with instinct games gave me experience working with 20 programmers and 3 designers.• Learned to read other people's code who have different styles of solving problems.• I designed and implemented "Outfit overlapping tool" and "CSV Item generation" tool.• Due to the multiplayer nature of the game, every feature we implement has to be networked.• I learned a lot about UE4 base code because we have to edit it either to fix bugs or to add features.• The always changing game design demands us to write game code in an extendable way.• Migrating our highly modified version of unreal engine to a newer version.• Technologies: Unreal Engine 4, Visual Studio, C++, SVN, Jenkins.		
Software Engineer	Adabisc Future Qatar	Dec 2016 - Aug 2017
<ul style="list-style-type: none">• Worked on a prototype (Juniverse) where I helped with a space fighting game (arcade style).• I convinced them to let me develop a face tracking system for Juniva, the main character. using Intel real sense camera and machine learning that I developed then I switched to using dlib.• I developed a drawing game on unity.• Technologies: Unity Game Engine, C#, C/C++, Matlab, Tensor flow, Machine learning, OpenCV, Vuforia, Maya, Canon SDK.		
Game Developer	Alkottab Studio	Jan 2015 - Dec 2016
<ul style="list-style-type: none">• Due to how small our team was (4 people), I had the freedom to finish small projects all by myself.• I implemented augmented reality games for advertisement purposes.• I worked on virtual reality to create FPS game prototypes.• I convinced them to switch to UE4 for our virtual reality games and I developed 2 games using UE4.• Every project was challenging and involved new technology that I never touched before which was amazing.• Technologies: Unity Game Engine, Unreal Engine 4, Vuforia, Maya, C/C++, C#, Oculus Rift.		

EDUCATION

Ain-Shams University	2009 - 2014
<ul style="list-style-type: none">• Bachelor degree in Computer Engineering.• Graduation project "Autonomous RFID based Serving Robot"<ul style="list-style-type: none">• It was a project built on top of a national instruments robot with an Arduino connected.	

TECHNICAL EXPERIENCE

Projects

- [Vulkan Engine](#)(2022). Project that helped me learn about Vulkan. and is based on ECS. Opengl, CMake.
- [Null Engine](#) (2020). Personal Pet Project that has UE4 core library, ECS and OpenGL 2D renderer. C++, Lua, Opengl.
- [Graphics Engine](#) (2017). Personal opengl graphics engine. C++, Opengl.
- [FaceTracking System](#) (2017). Real-time face tracking system built with Intel real-sense camera. C, C#, Unity3D, Intel Realsense
- [Arts & Crafts](#) (2017). a drawing game on Unity with a native plugin. C++, C#
- [Zombie Under Ground](#) (2016). Single/multiplayer VR game (arcade style) survive for at least five minutes. Unreal Engine, C++
- [Buggy Racing](#) (2016). VR Multiplayer Racing Game with a driving AI(Avoidance/Difficulty variety) . C++, Unreal Engine
- [Gates Of The Hell](#) (2013). Text based game made at University where I lead a team of three.Java

LANGUAGES AND TECHNOLOGIES

- **Programing:** C/C++, JS, Python, C#, Java, Lua, Jenkins.
- **Tools:** Visual Studio, Unreal Engine, Unity3D, Svn, Git, Premake, Maya, Blender, CLO, AWS, CMake.