

EMPLOYMENT

Senior Software Engineer	Instinct Games	Dec 2017 - Present
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- 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.
- Technologies: Unreal Engine 4, Visual Studio, C++, SVN.

Software Engineer	Adabisc Future Qatar	Dec 2016 - Aug 2017
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- 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
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- 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 involving 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
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- Bachelor degree in Computer Engineering.
- Graduation project "Autonomous RFID based Serving Robot"

TECHNICAL EXPERIENCE

Projects

- [Null Engine](#) (2020). This is my personal pet project, I am building for a 2D game that I am planning to make with a friend, and for personal games that I will develop in future. I was inspired by unreal engine core library and the entity component system. C++, Lua
- [FaceTracking System](#) (2017). I worked on this system when I was employed in Adabisc future qatar. We wanted to make real-time face tracking system for one of our products, and I decided to build this system with Intel real-sense camera SR300 which had IR sensor and decent depth information. C, C#, Unity3D, Intel Realsense
- [Zombie Under Ground](#) (2016). This was my first project on Unreal Engine. It was a single/multiplayer VR game (arcade style) where players shoot zombies and try to survive for at least five minutes. Unreal Engine, C++
- [Buggy Racing](#) (2016). Multiplayer Racing Game which has a driving AI which drives along a path and can avoid players and we can adjust how difficult it is. C++, Unreal Engine
- [Gates Of The Hell](#) (2013). I lead a team of 3 in university to finish this academic project. Java

LANGUAGES AND TECHNOLOGIES

- **Programming:** C/C++, C#, Java, Python, Lua
- **Tools:** Visual Studio, Unreal Engine, Unity3D, Svn, Git, Premake