Ahmed **Samir**
Unity Developer
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LinkedIn | **Portfolio**

Summary

- Game Developer with expertise in XR and casual games, creating experiences through collaboration with different teams.
- Proven track record in independently and collaboratively developing diverse games using Unity.
- Holds a Master of Engineering in AI and Data Science and a diploma in Game Development.

Skills

- Unity, C#, Game Optimization, Game Polishing and Debugging, Game Prototyping, Unity Custom tools, particle system
- XR (Mobile AR (using AR Foundation or Vuforia), and Glasses (Meta Quest, XReal, and Snapdragon Spaces))
- Python, LLM (ChatGPT, Gemini, and Llama), Prompt Engineering, and Flowise (LangChain)

Professional Experience

Freelancing - (*AI & Automation*)   **Feb 2025 to Present**

- Gather and document client requirements and lead task distribution among developers while actively contributing to development when needed.
- Successfully automated four processes, optimizing efficiency and operations.

Vodafone Intelligent Solutions - (*AR/VR Developer*)   **Dec 2022 to Jan 2025**

- Worked closely with the Vodafone Germany XR team to execute and complete R&D projects effectively.
- Created a pipeline for multiplatform apps, which led to saving on average 70% of the development effort.
- Worked with the AI and Automation team and automated some call center processes.

Main projects:

- Hyper-reality hub (MWC24): Worked on hologram app, supported the team on the Quest Pro and Qualcomm glasses - ***Link***
- ViiVA (Virtual avatar): Made the app architecture and worked on the character interactions, Lipsync, LLM, STT, and TTS, and supported 4 different platforms (VR, XReal, Lenovo A3 glasses, and Mobile screen) - ***Video Link***
- VIRA: Demo for Virtual AI agent that takes instructions and initiates calls to automate business processes - ***Video Link***
- YuMii: Mainly supported in multiple platforms (AR, VR, and Mobile AR) and added body layer information - ***Video Link***

Code & Care - (*Game Developer*)   **May 2022 to Nov 2022**

- Worked on the development and execution of a soccer simulation project.
- Created and designed time-saving tools to reduce manpower and institute improvements in efficiency.
- Operated with a strong and ongoing focus on improving the application's UI and UX.

Shiny World - (*Unity Developer*)   **Apr 2018 to Feb 2021**

- Undertook and completed game projects and operated freelance jobs through Upwork or other platforms under this name.
- Cooperated closely and directly with diverse teams of developers and artists in the creation and development of games.
- Performed various tasks across all stages of the game development cycle, communicating with clients and artists to ensure success, primarily operating on mobile puzzles and casual games.

EGICS Group - (*AR Developer*)   **Aug 2019 to May 2020**

- Worked on all aspects of designing and developing innovative AR solutions, games, and apps by utilizing Unity and C#.
- Oversaw the creation and execution of various internal AR projects that were leveraged by the marketing team for promotional activities.

Personal Projects - Solo in the game development area

ChatGPT with Unity – Tool (2023) – *Video Link*

● Developed this tool independently to empower Unity with ChatGPT from OpenAI, enabling efficient script and shader creation, editing, and explanation.

NQueen – Puzzle Game (2020) – *Video Link*

● Oversaw the creation of a chess game with 70 levels and 3 methods for help from scratch, employing Unity, C#, Odin Inspector, MySQL, PHP, GitHub, and Photoshop throughout the development process.

Astro Dude - Casual Game (2020) – *Video Link*   **Fish Scream – Casual Game (2018) – *Game Link***
AR Chemistry – AR Demo Game (2019) – *Video Link*   **Aliens – Puzzle Game (2017) – *Game Link***

Education

University of Ottawa   **Jan 2021 to Mar 2022**

Master of Engineering (M.Eng.) in AI and Data Science

● Graduation Project: COVID Tracking System – ***Link***
● Master's Research – ***Research Link***

Information Technology Institute (ITI)   **Oct 2018 to Jun 2019**

Game Development Intensive Diploma

● Graduation Project: Man O Cook – ***Trailer Link***

Mansoura University   **Sep 2014 to Jun 2018**

Bachelor of Science (B.Sc.) in Computer Science

● Graduated with Honors
● Graduation Project: Robot Fighter Game (2nd place in the Mansoura Forum for IT)

Courses and Certificates

McKinsey Forward – Soft Skills Training (2023)   Dale Carnegie – leadership and management program (2021)

AWS Certified Machine Learning – Specialty (2021)   Gamification: Motivation Psychology - Udemy (2021)

AWS Cloud Practitioner (2021)   Coursera Unity Certified Programmer - specialization (2019)

Volunteering

Global Game Jam - Egypt (2020)

● Assisted participants during the event by providing technical support and resolving challenges and bugs.

ACM Mansoura Student Club, Technical crew (Jun 2017 to Sep 2018)

● Instructed college students on the fundamentals of C++ programming, helping them enhance their problem-solving skills as part of the crew.
● Developed games for the media department, increasing the page's popularity at events.
  o   Sequential - Math game (2017) – ***Game Link***
  o   8 Queens - Puzzle game (2017) – ***Game Link***