

# Ahmed Mubarak

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## Summary

A passionate and driven C# and Unity developer committed to creating games that blend the culture of people with technology. I am team-oriented and always ready to learn something new.

## Experience

### Reconext

October 2023-Present

Virtual Hardware Game Tester | Grapevine, TX

- Test and troubleshoot VR headsets and ensure full functionality by playing short VR games
- Assist other departments by completing various tasks from data entry to other types of testing

### Hash Studios LLC

July 2023-November 2023

Unity Developer | Remote

- Design, develop, implement and maintain intuitive, user-friendly C#/UdonSharp assets in Unity to improve player experience and engagement across multiple game projects
- Design, develop, implement and maintain tools and add-ons for use in various worlds in the VRChat environment
- Utilize version control tools for efficient code management, fostering project organization
- Employ advanced debugging techniques to address and resolve issues affecting asset performance and usability, resulting in seamless and enjoyable gaming experiences across a range of devices

### GameDevHQ

April 2023-Present

Apprenticeship | Remote

- Develop 2D, 2.5D, and 3D titles using Unity and C#
- Work within team environments to accomplish design and development goals
- Program core systems and gameplay mechanics
- Implement game features and systems in Unity/C#
- Use event driven architecture in systems

## Technical Skills

- -Unity -Java -Python -Git/GitHub -C# (.NET) -Agile Development -Visual Studio

## Academic and Personal Projects

Funky Forest | Unity, C#

July-December 2022

- Individually developed and designed a 2D Platformer game set in a forest-themed environment
- Incorporated unique puzzles the player must solve to progress through the game
- Incorporated various mechanics that are used to traverse the levels

## Education

University of Texas at Dallas

August 2017 - December 2022

Bachelor of Arts in Arts, Technology and Emerging Communication

Game Design/Development