

Ahmed Mubarak

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EDUCATION

University of Texas at Dallas

Dec. 2022

Bachelor of Arts in Game Design and Development

EXPERIENCE

GlobalStep – Richardson, Texas (Onsite)

Software QA Analyst

Sep. 2024 - Present

- Work with product, development and testing teams to write test cases, conduct application and user testing, and report findings
- Responsible for supporting software development by reporting and analyzing bugs, updating tickets in an accurate and timely manner, and creating test reports
- Leverage strong development knowledge to triage bugs and issues efficiently

Reconext – Grapevine, Texas (Onsite)

QA Analyst – Virtual Reality/Hardware Testing

Oct. 2023 – August 2024

- Wrote and validated hardware and software test cases for virtual reality systems
- Created and managed issue tickets in JIRA for project tracking and material for test case results
- Conducted automated and manual testing, including operating machine tests to validate hardware components' durability and functionality

Hash Studios LLC – Plantation, Florida (Remote)

Unity Developer

July 2023 – Nov. 2023

- Designed and developed intuitive, user-friendly C#/UdonSharp assets in Unity to improve player experience across multiple game projects in an agile environment
- Developed strong debugging skills to address and resolve issues affecting asset performance and usability
- Utilized GIT for efficient code management, reviewed merge requests, and supported software deployments
- Participated in development planning and backlog grooming for new feature development

GameDevHQ – Honolulu, Hawaii (Remote)

Software Development Apprentice

April 2023-July 2023

- Gained real world experience developing software using Unity and C# as a part of an agile development team
- Engaged in peer programming with senior developers to learn and apply event-driven architecture

PERSONAL PROJECTS

Funky Forest | Unity and C#

- Conceptualized, designed and developed a platform game, focusing on innovative puzzle design and unique movement mechanics
- Tested each aspect of the game including finding and fixing edge cases, user input considerations, and technical limitations

PROGRAMMING LANGUAGES, TECHNICAL SKILLS AND SOFTWARE

Unity, C#, Java, GIT, Visual Studio, JIRA, Microsoft Office