

AHMAD ABDALLAH

Game Developer - Unity Certified Expert - VR Enthusiat - MSc - Virtual Reality Design

Abu Dhabi, UAE | [+971-58-514-9513](tel:+971-58-514-9513) | Ahmadabobakr@gmail.com | linkedin.com/in/ahmadabobakr | ahmadabobakr.github.io

PROFESSIONAL SUMMARY

Game systems and engine programmer with **10+ years** in Unity and C#, shipping commercial titles, live products, and developer-facing tools. Work spans **engine and core technology**, tooling, asset and build pipelines, profiling and optimization for low-end mobile and standalone hardware, and **multiplayer networking**. Strong C++ and low-level graphics background (DirectX, OpenGL, CUDA) applied to production codebases.

CORE COMPETENCIES

Specializations Engine & Core Systems Architecture, Editor Tooling & Developer Workflow, Asset & Build Pipelines, Multiplayer Networking & Authoritative Simulation, Performance Profiling & Optimization, Data-Oriented & ScriptableObject-Driven Design, Low-End Device Performance, VR Interaction Frameworks.

Technical Stack C#, C++, .NET, Unity (editor scripting, custom inspectors, build pipeline), Unity Profiler / Frame Debugger / Memory Profiler, URP, Shader Graph & HLSL, CUDA, Nakama, UniRx, UniTask, XR Interaction Toolkit, Git, CI/CD, Node.js, MongoDB, TypeScript, Blender, Agile.

PROFESSIONAL EXPERIENCE

Technical Lead : Shababeek Labs FZ LLC, Abu Dhabi 2025 : Present

- Shipped Good Morning {Employee Name} VR and Talaire to Steam and released the GripCraft VR Interaction Toolkit on the Unity Asset Store full lifecycle from prototype to store deployment.
- Own end-to-end technical strategy across concurrent projects: architecture, interaction frameworks, multiplayer networking, and build and deployment pipelines. Architect enterprise VR training simulations for government and defense sector clients.
- Set profiling and performance budgets for standalone and low-end target hardware; built and now lead a cross-functional team of engineers and designers.

Software Technical Consultant : Toptal, Remote (Contract) 2022 : Present

- Advise studios and enterprise teams on core architecture, technology selection, and scalable project structure for real-time Unity products.
- Diagnose performance and architecture problems in **unfamiliar codebases** — profiling hot paths, refactoring critical systems, and restructuring projects for maintainability.
- Run architecture reviews and establish coding standards, working **fully remotely with distributed teams** across multiple time zones.

Head of Development & XR Department : SAE University College, Dubai 2022 : 2025

- Led department strategy, curriculum design, and a team of lecturers across game development, engine programming, and XR programs.
- Oversaw capstone projects in Unity, multiplayer systems, and engine-level programming; established industry partnerships.

Senior software Developer : Big Viking Games, Canada, Remote (Contract) *Feb : Sep 2022*

- Took a **multiplayer mobile title from prototype to production** working on gameplay systems, networking, UI, and performance work targeting **low-end Android and iOS devices**.
- Built **server-authoritative multiplayer infrastructure on Nakama**, matchmaking, session handling, server-side state validation with **UniRx and UniTask** for async gameplay logic.
- Used **MVC architecture** to the Unity codebase, improving testability across feature teams.

Senior Software Developer : Highstreet, Canada, Remote *Jun 2021 : Jan 2022*

- Re-designed the **core system architecture** of a live, large-scale multiplayer product for sustainable feature scaling.
- Built a **data-driven interaction system** on a ScriptableObject architecture, with custom inspectors and editor windows that let designers author complex behavior without engineering support.
- Helped recruit and onboard the core engineering team, running technical interviews.

Game Development Lecturer : SAE University College, Dubai *2019 : 2021*

- Taught gameplay and engine-level programming, C#, and real-time systems across undergraduate cohorts; mentored student teams through full-cycle game projects from architecture to ship.

Senior Game Developer : Kandooz Studio, Egypt *2017 : 2020*

- Drove Unity development of **commercial shipped titles** from concept through launch on mobile and PC.
- Built and shipped **Kinteraction** on the Unity Asset Store a VR interaction toolkit (hand-pose constraints, socket systems, lifecycle management) used by **thousands of developers**.
- Owned code quality, architecture decisions, and delivery timelines; profiled and optimized builds for **constrained mobile hardware**.

Technical Supervisor & Lecturer : Information Technology Institute (ITI), Egypt *2015 : 2018*

- Supervised technical curriculum across Unity, **DirectX, OpenGL, C++ and C#** bridging low-level graphics and engine internals with production engine work; mentored 4+ cohorts through capstone projects.

KEY TECHNICAL PROJECTS

Good Morning {Employee Name} VR : Steam. Narrative VR title; led architecture, interaction systems, and build optimization.

Talaire : Steam. Multiplayer title; owned networking and gameplay systems architecture.

GripCraft VR Interaction Toolkit : Unity Asset Store, 2026. VR interaction framework: hand-pose constraints, socket systems, interactable lifecycle, custom inspectors and editor windows.

ReactiveVars : GitHub, UPM package. ScriptableObject-based reactive variable system for Unity: 50+ UI and component binders, input/physics drivers, tweening, and graph-authored event sequences.

Highstreet: Calamity : Meta Quest Store. Re-architected core systems and built the data-driven interaction framework.

EDUCATION & CERTIFICATION

MSc Virtual Reality Experience Design: Middlesex University *2023*

Post Graduate Diploma, Computer Engineering: Arab Academy for Science & Technology *2017*

Post Graduate Diploma in Game Programming: Information Technology Institute *2015*

BSc Computer Engineering: Modern Academy for Engineering and Technology *2011*

Unity Certified Expert: Programmer *2020*