Tarek ElSherif

Game Engineer | XR Software Engineer

CONTACT

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80804 München

LINKS

LinkedIn: **tarek-elsherif**
Github: **@TarekElsherif**

SKILLS

PROGRAMMING
Proficient with:
C# • C++ • Java
Good with:
HLSL/GLSL • C • Python
JavaScript • HTML • CSS • SQL
Ruby • Haskell • Prolog
Familiar with:
PHP • GoLang

FRAMEWORKS & TOOLS
.NET • Unity • Unreal Engine
Vulkan • OpenGL • OpenCV

COURSEWORK

MASTERS DEGREE
Real-time Computer Graphics
3D Scanning and Motion Capture
Image Synthesis
Augmented Reality
3D User Interfaces
Geometry Processing
Visual Data Analysis
Seminar in Graphics and Visualization
Game Physics
Games Lab Practical Course
Architecture Modeling Practical Course
Modern CPU Architectures
Advanced Computer Networking

LANGUAGE

English	Fluent
Arabic	Native
German	Intermediate

EXPERIENCE

UNITY TECHNOLOGIES | Software Engineer
Aug 2022 - Present | Munich, Germany
- Worked with 6+ external companies and game studios to build new features, interactive apps and tools for their Unity projects.
- Analyzed performance in our customers' projects and workflows, then provided them with targeted technical guidance.

RTG ECHTZEITGRAPHIK GmbH | Software Engineer - Parttime
Oct 2020 - Aug 2022 | Munich, Germany
- Developed an in-house Game Engine using Vulkan and C++.
- Developed and delivered a multiplayer digital simulation for a high-tier automotive company using Unity and C#.

AR-EXPERTS GmbH | XR Software Engineer - Parttime
Oct 2019 – Dec 2020 | Munich, Germany
- Developed and maintained AR Giri mobile application for AR e-Training.
- Developed using Unity and C#

ROBUSTA STUDIO | Interactive Experience Developer
Feb 2019 - Oct 2019 | Cairo, Egypt
- Developed and published 2 mobile e-commerce AR apps, and delivered a VR application for a Real Estate company.
- Developed using Unity, C#, Unreal Engine, and C++.

RUMBLING GAMES | Game Developer
Dec 2018 - Feb 2019 | Cairo, Egypt
- Designed and developed Knights of Light RPG game during its early stages.
- Developed using Unreal, Blueprints, and C++.

(Full experience in my Linkedin)

EDUCATION

TECHNICAL UNIVERSITY OF MUNICH
MSc. in Informatics: Games Engineering
June 2022 | Munich, Germany
Specialized in Computer Graphics and Human Computer Interaction

GERMAN UNIVERSITY IN CAIRO
BSc. in Media Engineering and Technology
July 2017 | Cairo, Egypt
Specialized in Computer Science and Engineering

CERTIFICATES

Unity Certified Professional Programmer	Unity Technologies
C++ Gold Badge	HackerRank
3D Interaction and Navigation Course	Unity Technologies / Coursera
Application Systems Programming Course	Unity Technologies / Coursera
Core Interaction Programming Course	Unity Technologies / Coursera
3D Art and Audio Pipeline Course	Unity Technologies / Coursera