

AHMED FAHMY

Unity Developer · XR & Game Developer

Cairo, Egypt (Open to remote) | +20 155 115 7197 | ahmedfahmydev55@gmail.com

[Portfolio](#) | [LinkedIn](#) | [GitHub](#)

SUMMARY

Unity developer with 3+ years building immersive XR and game experiences across VR, AR, desktop, and WebGL. Specializes in architecting scalable, reusable core systems and resolving performance bottlenecks through CPU/GPU profiling. Shipped VR training simulations for healthcare and education, plus a wide portfolio of 2D/3D games. Comfortable collaborating asynchronously with distributed art, design, and engineering teams.

PROFESSIONAL EXPERIENCE

Unity Developer

Apr 2025 – Present

Bltzo · Full-time

- Establish and refine development workflows and engineering best practices to improve team productivity and code quality.
- Design and implement scalable, maintainable core Unity systems with performance as a first-class concern.
- Shipped Ozempic Pen, a VR experience, along with a collection of mini-games.
- Architecting a configurable client platform (currently in beta) that lets clients select mini-games and fully customize theme, content, and data.
- Collaborate with designers, artists, and developers to integrate assets and ship gameplay features end to end.

Unity XR Developer

Jan 2024 – Apr 2025

Merse · Full-time

- Architected modular, reusable VR core systems — interaction frameworks and sequencing tools — that cut development time on subsequent projects.
- Built and shipped Basic Life Support (BLS) VR medical-training simulations to clients, improving trainee autonomy and session completion.
- Profiled and resolved CPU/GPU and memory bottlenecks to keep XR experiences within target frame budgets on standalone headsets.

Unity Instructor / Teaching Assistant

Jan 2024 – Aug 2025

University of Hertfordshire · Contract · Part-time

- Taught Unity 2D, 3D, and XR development alongside C# programming to university-level students.
- Mentored students through hands-on game projects, reviewing code and architecture.

Unity Developer

Jul 2023 – Dec 2023

Bright Vision · Full-time

- Developed projects across VR, AR, desktop, and WebGL with a focus on smooth, consistent performance.
- Built and shipped Physics Lab VR, an immersive physics-learning application, to clients.
- Refactored and modernized legacy systems, improving maintainability and reducing technical debt for long-term scalability.
- Partnered with the art team to meet game design and feature requirements.

SELECTED PROJECTS

- **BLS VR Training** — Interactive Basic Life Support medical-training simulation in VR; deployed to clients (Merse).
- **Physics Lab VR** — Immersive VR physics-learning application; deployed to clients (Bright Vision).
- **Golden Chemistry** — VR chemistry-learning app; graduation project at ITI.
- **Configurable Mini-Game Platform** — Client-facing system to select mini-games and customize theme, content, and data; in beta (Bltzo).
- **Memory Glitch, AsteraX, Zone-8, Tank War** — Full-development 2D/3D games spanning card-matching, space shooter, stealth, and competitive multiplayer.

TECHNICAL SKILLS

Engine: Unity (URP/HDRP) — 3D/2D/XR development, Animation, Audio, Shader Graph

XR: VR / AR / MR, OpenXR, XR Interaction Toolkit (XRITK), Meta XR SDK, immersive training simulations

Systems: Addressables / AssetBundles, Unity Gaming Services

Networking: Netcode for GameObjects, Photon Fusion

Optimization: CPU/GPU profiling, memory management, performance bottleneck resolution

Architecture: Design patterns, 3D mathematics, scalable core-system design

Languages & Data: C#, SQL, MySQL

Tools & Process: Git & GitHub, CI, Agile / Scrum / Kanban

EDUCATION

Diploma in XR Development

Mar 2023 – Jul 2023

Information Technology Institute (ITI) — Ministry of Communications & Information Technology

Graduation project: Golden Chemistry — VR chemistry-learning app.

B.Sc. in Computer and Systems Engineering

Sep 2016 – Jun 2021

Zagazig University

CERTIFICATIONS

- Huawei HCIA-AI — Huawei
- Programming Design Patterns for Unity — GameDev.tv
- Core Interaction Programming — Unity (Coursera)
- 3D Interactions & Navigation; 3D Art & Audio Pipeline; Application Systems Programming — Unity (Coursera)
- Agile Project Management — Google (Coursera)

LANGUAGES

English (professional) · Arabic (native)