

Hesham Maher

Senior Game Developer | Lead Unity Engineer | XR Team Lead @ Parallel XR

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Dynamic Senior Unity Developer with over 7 years of experience specializing in the creation and optimization of immersive applications across VR, AR, 3D, and 2D platforms. Successfully contributed to more than 30 projects, demonstrating a strong ability to deliver high-quality results under tight deadlines. Proficient in industry-standard tools such as Photoshop and Blender, enhancing team collaboration and project outcomes. Committed to driving innovation and pushing the boundaries of interactive experiences.

Professional Experience

Senior Game Developer |Team Lead

Parallel XR, Cairo | September 2022 - Present

- Led development of a 3-year **VR multiplayer simulation in Unity3D using C#, Photon Networking, and XR Interaction Toolkit**, enabling engineers to safely practice high-risk maintenance scenarios.
- Maintained **Git-based version control** with branching strategies for multi-developer collaboration
- Directed a cross-functional team of two Unity developers, two 3D modelers, and one UI/UX designer, ensuring smooth collaboration and on-time delivery of milestones.
- Designed and implemented 15+ gameplay systems, networking, and VR interactions, optimizing for safety training accuracy and realism.
- Delivered 10+ smaller projects, including branded games and interactive advertising experiences for corporate clients.
- Ensured project scalability, performance optimization, and adherence to best practices in VR and Unity development.
- Utilized **Git, Agile workflows, and CI/CD pipelines** for version control and team coordination.

VR Diploma Project Manager - ACC

412labs, Part-Time | December 2023 - September 2025

- Applied **Agile/Scrum methodology** for sprint planning and delivery tracking.
- Conducted candidate interviews and selection for the diploma, ensuring high-quality intake of students.
- Reviewed and graded student graduation projects, awarding certificates to those meeting program standards.
- Mentored junior Unity developers and instructors on **object-oriented programming, C# scripting, and VR optimization best practices**.
- Led cross-functional teams to successfully deliver and implement over 50+ projects within scope, timeline, and budget
- Collaborated with stakeholders to gather requirements, define project objectives, and track progress through regular status updates
- Conducted risk assessment and mitigation strategies to proactively address potential project obstacles and ensure successful outcomes

Senior VR Diploma Instructor - ACC

412labs, Part-Time | May 2022 - December 2023

- Supervised and mentored a team of 3 instructors, ensuring consistency and quality across training sessions.
- Delivered 1-hour lectures at the start of each class, covering core VR development concepts and hands-on techniques.
- Provided 3 hours of guided lab support per session, assisting students in troubleshooting, problem-solving, and applying knowledge in practical projects.
- Fostered a collaborative and engaging learning environment, helping students gain industry-ready skills in VR development.
- Enhanced and delivered advanced virtual reality curriculum for diploma programs, ensuring alignment with industry standards and emerging technologies

Game Developer

Warrd, Remote | May 2022 - October 2022

- Designed and developed a 2D educational platformer game in **Unity (C#)**, focusing on **performance optimization** and **user engagement**.
- Integrated subject-based question systems (Arabic, English, Math, Science) directly aligned with the official primary school curriculum.
- Created 10+ puzzle mechanics and progression systems requiring students to answer curriculum-based questions correctly to advance.
- Contributed to the project's goal of making learning more engaging and interactive through gamification.

Game Developer

Ignite Virtual, Remote | September 2021 - March 2022

- Worked with a development team to create 3D & VR educational games for primary & high school students.
- Built interactive 3D learning experiences where students engaged with 3D models from their curriculum
- Developed VR story-based games adapted from Arabic course material, enhancing comprehension by allowing students to experience narratives visually.
- Collaborated using **Git** and **Jira** for project tracking and version control in a remote Agile setup.

Game Developer

Lessonara, Remote | May 2021 - September 2021

- Contributed to an online education gamification platform that combined virtual tutoring with interactive video games, launched during the COVID-19 pandemic.
- Developed mini-games that integrated curriculum-based questions, requiring players to answer correctly to confirm kills, earn in-game credits, and progress.
- Implemented systems to allow in-game credits to be used as partial payment for future lessons, reinforcing motivation through gamified learning incentives.
- Integrated the question system with the database backend, ensuring questions were dynamically tied to each student's registered courses.
- Built features for student registration, course enrollment, and server-side connectivity, linking educational progress with gameplay performance.
- Implemented **clean architecture** patterns and **SOLID principles** to maintain scalable code across multiple mini-games.

Key Skills

Unity

- 7+ years of experience
- Over 30+ projects finalized
- Handling different aspects in the game (Code - Design - UI - Backend Integration - Managing Jira Tickets - Supporting Others)

Object-Oriented Programming

- Implementing **OOP** for 9+ years
- Experienced in building modular, maintainable, and scalable codebases.
- Capable of balancing performance optimization with clear class hierarchy design.

Design Patterns

- Implementing **Design Patterns** for 4+ years
- Achieving Code Scalability over projects

SOLID Principles

- Implementing **S.O.L.I.D. Principles** for 4+ years
- Ensuring Code Dependability
- Separating scripts to maximize reusability

Clean Code

- Enforcing **Clean Code** across my development team
- Enhancing readability by 70%
- Enhancing maintainability by 65%
- Lowered technical debt by 86%

Blender

- Learned **Blender** to understand the POV of 3d modelers and designers
- Able to safely modify an existing 3d model without messing with the UV
- Can optimize a 3d mesh for fast prototyping

Photoshop

- Learned **Photoshop** to understand artists better
 - Able to modify an image background
 - Manipulate images for fast prototyping
- Git • Jira • Scrum • CI/CD • Profiling • NGO • Version Control • Agile Development**

Education

Computer Science (**BSCS**)
El Shourok Academy
09/2016 - 07/2020

Soft Skills

Problem-Solving Mindset

- Breaks large problems into smaller, testable parts for efficient resolution.
- Approaches challenges analytically, seeking root causes instead of quick fixes.

Curiosity and Self-Learning

- Actively explores new tools, frameworks, and technologies across domains.
- Balances experimentation with practical understanding.

Attention to Detail

- Spot inconsistencies and edge cases early in development.
- Ensures systems are robust, precise, and optimized.

Creativity and Vision

- Thinks beyond code, considering design, UX, and workflow impact.
- Translates abstract ideas into practical implementation plans.

Adaptability & Open-Mindedness

- Shifts seamlessly between different technologies and project types.
- Welcomes feedback and alternative perspectives to improve solutions.

Clear Communication Under Technical Pressure

- Explains technical goals and issues clearly, even in complex problem spaces.
- Keeps focus on outcomes when collaborating or troubleshooting.

Independence & Initiative

- Self-driven to research, prototype, and implement new ideas.
- Takes ownership of learning paths and project outcomes.

Languages

Arabic - Native
English - Fluent