Ram Aboul Housn

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Profile

An aspiring game developer currently working on creating interactive augmented reality holographic content at VividQ. I have professional experience using Unity and coding with C++ and C# on projects that have been used commercially. I have been playing video games since I was about 5 years old and that very quickly developed into a love for games. My interest in the games industry grew as I got older and in the past few years I have gotten into the development of games.

Technical Skills

- **Programming Languages:** C#, C++, HLSL, JavaScript, and Python.
- **Software:** Unity, Unreal Engine 4, Visual Studio, Rider, Blender, Maya, Photoshop, Substance Designer
- Agile, Git, Jira, Jenkins

Employment History

VividQ | Holographic Software Solution Company

VividQ is a company that develops software that generates holograms for holographic displays
Content Developer (March 2022 – Present)
- Working on an AR project to showcase our new tech
- Working with our commercial team to create content to bring in investors and clients.

Junior Software Developer (June 2021 – March 2022)
- Worked on an AR project to showcase our new tech
- Worked with our commercial team to create content to bring in investors and clients.
- Worked on improving the CI testing for our Unity code
- Expanded the team's skillset to also use other render pipelines in Unity
- Assisted others with using Unity in things like working on **shaders**, fixing issues with newer versions, and helping debug problems that come up

Part Time Content Developer (October 2020 – June 2021)
- Worked on a demo experience that was used to showcase our technology to clients and investors when they came to the office
- Worked on improving our integrations with game engines such as **Unity** and **Unreal Engine 4**
- Worked on the interface that connected the holographic algorithms with game engines
- Assisted others with using Unity in things like working on **shaders**, fixing issues with newer versions, and helping debug problems that come up

Junior Developer – Placement Year (September 2019 – September 2020)
My role within the company was focused primarily on creating holographic **augmented reality** content in **Unity**.
- Created two major experiences using **Unity** for the holographic headset we had built to display at tradeshows and show to clients and investors. These **augmented reality** experiences used the Stereolabs ZED Mini and the MoSys StarTracker to allow for positional tracking and placing objects relative to the real world
- Worked on a large **C++/CUDA** codebase
- Created documentation for internal use and for clients
- Assisted QA with testing when it came anything Unity-related
- Took part in daily stand-ups and sprint planning using JIRA
- Worked in various team sizes, ranging from two people up to ten people

C2 Native | Digital Marketing Company
Junior Web Technologist (June 2018 – September 2018)

I worked on the programming side of several projects during my time at C2 Native and it introduced new skillsets to me and reinforced some of my already existing ones:

- Developed a **VR game** that was used to teach and test employees of a company. The game was designed to be played with the **HTC Vive** and was made using **Unity**. I learnt a lot about **Unity** and how **VR games** work while working on this project
- Worked within a team of 4 people which taught me a lot about collaborating within a team within a professional environment
- Developed an Artificial Intelligence which was made to send curated articles to all employees daily. This introduced me to database management, Google Natural Language Processing, machine learning, and how to use Laravel PHP to build a back-end system. This taught me a lot about back-end development and creating an artificial intelligence using machine learning
- Developed some general web development projects, including a web-based quiz game to be used within a workplace. This helped me reinforce and build on my pre-existing web development knowledge

Education

Goldsmiths, University of London | BSc Games Programming with a Placement Year
October 2017 – 2021

- Graduated with a First-Class Degree
- Placement year 2019-20 at VividQ
- Relevant modules include
    - *Principles and Applications of Programming*
    - *Algorithms and Data Structures*
    - *Perception and Multimedia Computing*
    - *Game AI Programming*
    - Variety of Games Development Projects that were done individually and within a group

Hobbies and Interests

- **Volunteering:** While I was in Cambridge doing my placement year at VividQ, I was volunteering at the Raspberry Pi Foundation at their Coder Dojo sessions where children come in and learn how to make things using a Raspberry Pi and Scratch 3. My role was to assist with any problems they faced and push them towards exploring the technology more
- I play many games of varying genres, but my most played are League of Legends, Destiny 2, Terraria, and Factorio. I mostly play multiplayer games because I love the social aspect and playing with friends. I also really enjoy games with lots of grinding, sandbox games, and rogue-lites
- I started playing games when I was 5 years old on the PlayStation 1, but I never even considered the idea of making anything until I started playing Minecraft and Roblox about 6 years later. Those two games motivated me to start learning how to code because I was interested in creating something within those games, and that interest has made me want to be part of the games industry
- **Bilingual**: Fluent in English and Arabic (mother tongue)
- **Music**: I can play the guitar and I taught myself most of what I know. While developing my own games I wanted to create my own music so it would fit the ideas I had for the game, so I dabbled in creating music using software like Cubase and FL Studio

References

Available upon request