

**UX / UI and Game Designer and Developer** with over eight years of user experience and interface design work over a multitude of platforms. Some works to date includes VR experiences for advertising agencies and art exhibitions, educational games, web games, and responsive websites

## DESIGN SKILLS

Iterative prototyping, game design, interactive narrative design, user testing & playtesting, templates and wireframes, usermaps, brainstorming, mockups.

## TECHNICAL SKILLS

Unity ( C#, VR, Mobile, and Desktop). HTML5 & Sass/CSS, JavaScript, JQuery, Bootstrap, Photoshop, Illustrator, Sketch, Github, Processing, Arduino.

## PROFESSIONAL EXPERIENCE

- Buck Design, Unity Artist and Developer**, New York. 2018  
Supported a team of 3d modelers, animators, designers, and programmers to build prototypes, assets and interactive graphic effects.
- Tribeca Film Institute, Mentor** at the Interactive Co-Lab on Migration, New York. 2017
- Indiecade Festival, Jury Chair**, Curatorial Committee. 2017  
Played & reviewed independent games to nominate and award recipients for Indiecade Festival.
- CRG Gallery, UX Designer and Web Developer**, New York. 2016 - 2017  
Designed UX / UI and developed a responsive website for CRG Gallery.
- Palestine Festival of Literature, UX Designer and Web Developer**. 2016 - 2018  
Designed UX / UI and Developed a responsive website for the Palestinian Festival of Literature.
- Parsons School for Design, The New School, Adjunct professor**, New York. 2016  
Game Design, Design and Technology MFA program.
- CDM NY, Bespoke Unity and Web Developer**, New York. 2016
- Playmatics, UX / UI / Unity Designer and Developer**, New York. 2014 - 2015  
Responsibilities included UX/UI design, programming, animation, and art direction for a Unity project.
- NBC Universal, Game Designer and Developer**, New York. 2012 - 2013  
Designed & developed games and live-content for cable television websites, such as USA network, Bravo, and Oxygen. With a focus on casual FTP web games, gamification, and games for digital marketing.
- Al Jazeera, Assistant Producer**, Washington DC. 2009 - 2010  
Produced and edited television content that reached the homes of tens of millions of viewers internationally, responsibilities included video editing, research, and translation.
- Independent Game Designer and New Media Artist**. 2010 - Current  
I am an internationally exhibiting artist working in a wide range of digital and interactive media Including a VR game exhibited at Sursock Museum, Beirut in 2017. Other works were exhibited at Daegu Art Factory, Daegu; Alternative Space Loop, Seoul; Ashkal Alwan, Beirut; Whitebox Art Center, New York; Museum of the Moving Image, New York.

## EDUCATION AND RESEARCH

- Parsons School for Design, The New School**, Masters of Fine Arts in Design and Technology. New York, 2012
- Arab American University of Jenin**, Bachelors of Science in Computer Information Technology. Jenin, 2008
- Ashkal Alwan**, Fellow at Home Workspace Program. Beirut, 2014-2015
- PETLab**, Parsons school for design, The New School, Research assistant. New York, 2010 - 2011