Jumana Sad

XR Developer

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Education

- Bachelor degree in Computer Science, Educational Diploma and Serious gaming Track, BIRZEIT UNIVERSITY (2014-2019)
- Game Design and game development, UTRECHT UNIVERSITY-NETHERLANDS (Summer 2018)

Work Experience

Trainer & Developer Purpose Smart Education, (2023)

Lead VR Developer, BLIMEY (2020- now)

Create VR experiences/ Apps/ Games, globallyoutsourcing using cross platform headsets and Quest headset- I do the development in the team as well as the source control organizing between the team.

XR Trainer, Palestinian Techno Park(2021 – 2022)
I'm giving an AR & VR courses using Unity3d

Trainer, World ORT (2022)

XR Developer & Animator, Intertech (2018-2020)
Developing AR/VR apps for different local sectors.

Teacher Assistant, Birzeit University,

Helping to write content in Unity3d and Animation courses, in addition to helping students in and after class.

Freelance Projects (2019- now)

VR tours, using VIVE headset
Real estate Villa with interactions
360 mobile app with AR part for Al Salt Museum- Jordan

Technical Skills

Tools

Unity3D & Unreal Engines, Blender, Adobe Suite, Spark AR, Lens studio and Android Studio.

Programming Skills

Java, c, HTML, CSS, JavaScript, php, C#, OOP, Python, RestAssured, Appium, TestNG, Junit, Selenium

XR Skills

VR developer using Unity3D for PC and standalone VR.
AR Developer using Vuforia, AR foundation.
Filter creator using SparkAR and Lense studio.
Game developer & designer.
Additional skills

360 photographer and editor.

Languages

Arabic: NativeEnglish: AdvancedHebrew: Intermediate

CERTIFICATES AND Recognitions

Automation Testing Course, Ness. 270 hours (2022)

Tokyo-Japan (2018), Participated in a training program with JICA. After winning 2nd place competition.

New York University of Abu Dhabi(2018), Has been chosen by the CS facility to participate in the 2018 NYUAD International Hackathon for Social Good.

Won the First prize for getting a fund our graduation project. (2018)