

Salma Ramadan

Technical Artist | XR Developer | Unity Developer

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Profiles

Portfolio	Upwork	Linkedin	Github
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Summary

4+ years of experience building immersive real-time experiences across digital heritage, interactive storytelling, games, and research. I bridge art and engineering by creating custom tools, shaders, rendering workflows, and optimized XR systems that help teams build visually rich experiences for standalone VR. Passionate about solving technical challenges creatively and enabling artists through better workflows.

Skills

✂ Technical Art & Graphics Unity Editor Tooling, Shader Programming, VFX Graph, Light Baking, Post Processing, performance optimization	🔗 XR & Game Engines Unity, OpenXR, Meta SDK, XR Interaction Toolkit, AR, WebXR	💻 Programming Python, C++, C#, JavaScript, Java, Three.js
📦 3D & Content Blender, Photoshop, Illustrator, Figma, Level Design	🔧 Hardware ESP, sensors, BLE, PCB Design, Arduino, AVR	🔗 Tools & Systems Git, Linux, Bash, Matlab, Unity Profiler

Experience

Upwork	Remote
XR Unity Developer · Freelance	Mar 2023 - Present

- Delivering immersive XR experiences for international clients
- Designing scalable Unity architecture and usable systems
- Building custom editor extensions & tools that speed up prototyping and iterations
- Optimized rendering and itneraction systems for XR hardware

Deepscope	Remote, London
XR Developer · Part Time	Apr 2023 - Jul 2023

- Refactored Unity XR Projects, removing deprecated packages and boosting performance
- Integrated Mixed Reality features: Spatial anchors, Passthrough using Meta SDK
- Improved runtime performance and project maintainability
- Collaborated with designers and artists to deliver production-ready XR experiences

Medrar for Contemporary Art	Cairo, Egypt
XR Developer Mentor · Project Based	Oct 2022 - July 2025

- Created Unity-based tools to help artists build interactive XR installations.
- Provided technical guidance for award-winning exhibitions integrating storytelling and spatial design.

U.S. Embassy - 412 Labs	Cairo, Egypt
XR Instructor Mentor · Part Time	Oct 2022 - Mar 2024

- Mentored 100+ students at XR diploma offered by U.S. Embassy
- Delivered weekly technical workshops on Unity XR, optimization, and debugging
- Helped students produce high-qualityXR prototypes for final showcases

Safandi	Remote, Egypt
NLP developer	Dec 2022 - Jan 2023
- Developed NLP models with python - Deployed on AWS	

Education

Helwan University	Oct 2023 - Present
B.Sc. · Computer and Systems Engineering · Egypt	
ACC (U.S. Embassy) & 412 Labs	Jul 2022 - Sep 2022
XR Development Diploma · Egypt	

Certifications

<u>AkyLade Certified XR Developer</u>	Jul 2025
AkyLade	
<u>Nasa Space Apps - Mentorship</u>	Dec 2025
NASA Space Apps 11th edition	

Awards

<u>Teens in Ai - 2nd place</u>	March 2021
Guided & TeenInAi	

References

<u>Hamada</u>	
CEO, 412 Labs	
<u>Basma G. Fawzy</u>	
Teaching Assistant at Faculty of Engineering, Helwan University	

Conducted Workshops

<u>XR 3 day workshop</u>	Feb 2025
Ana Masry NGO	
<u>VR Workshop for Artists</u>	Nov 2024
Medrar	
<u>1 day - into to VR workshop</u>	Nov 2024
American University Cairo (AUC)	
<u>VR Diploma</u>	Oct 2022 - March 2024
ACC - U.S. Embassy & 412 Labs	

Volunteer

<u>SensAi Hackathon</u>	online, global
Global Organizer	
Helwan Station - Student Activity	Helwan University, Egypt
Technical Director	
Helwan Engineering Student Union	Helwan University, Egypt
Head Scientific Committee	
Robotics Student Organization	Helwan University, Egypt
R&D member	