

Sami Shakkour

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PROFESSIONAL SUMMARY

Full-Stack Developer with a BSc in Computer Science and hands-on experience building modern web applications and interactive systems. Experienced with React, TypeScript, JavaScript, and REST APIs, as well as multiplayer and XR-based applications. Developed full-stack tools, networking systems, and VR training simulations. Currently expanding expertise through a Game Development and Design program while continuing to build full-stack and interactive projects.

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, C++, C#, Python, Java

Frontend: React.js, HTML5, CSS3, Responsive Web Development

Backend: Node.js, REST APIs, Web Application Architecture

Game / XR Technologies: Unity, Unreal Engine, XR Toolkit, VR/AR Development

Tools: Git, GitHub, Linux, Windows, Android

ACHIEVEMENTS

- Designed and implemented a full-stack collaborative web application enabling groups to coordinate multiplayer gaming sessions.
 - Developed a multiplayer communication system using Steam Networking API, implementing gameplay-driven interaction instead of traditional chat systems.
 - Built and immersive VR training simulator teaching CPR procedures using Unity and XR Toolkit.
 - Developed web tools enabling creation and editing of 3D assets used in Augmented Reality environments.
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PROFESSIONAL EXPERIENCE

Web Developer – Orb-AR (Startup Collaboration)

2024 – 2025

- Developed a web platform enabling users to create and edit 3D assets for Augmented Reality experiences.
- Built frontend components and user workflows using modern JavaScript technologies.
- Designed backend APIs supporting asset creation and editing functionality.
- Collaborated directly with the founder to prototype and implement platform features.

VR Developer – Arab American University

2023

- Assisted development of VR learning environments for computer science students.
 - Implemented interactive training elements using Unity and XR Toolkit.
 - Supported XR-based senior projects and research experiments.
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PROJECTS

Playfrens – Full-Stack Web Application

2025 - Present

Personal Project

- Built a collaborative platform helping groups coordinate multiplayer gaming sessions.
- Implemented frontend UI, backend logic, and interaction flows.

Tech: React, JavaScript, Git

Online Communication Mod – Multiplayer Chat

2023 – 2024

- Developed a multiplayer communication mod using Steam Networking API for the game “A Hat in Time”.
- Implemented event-based interaction mechanics replacing traditional text chat.

Tech: UnrealScript, Unreal Engine, Steamworks API

CPR VR – Virtual Reality Training Simulation

2023 – 2024

- Developed a VR educational simulator that teaches CPR procedures through guided interactive training scenarios.

EDUCATION

2025 – Present: Game Development & Design – Tiltan School of Design & Visual Communication

2019 – 2023: BSc in Computer Science | Arab American University

2017 – 2018: Full-Stack Development Program | Founders & Coders

LANGUAGES

Arabic – Native

English – Fluent

Hebrew – Fluent

German – Basic