

Sami Shakkour

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PROFESSIONAL SUMMARY

Game and XR Developer with a BSc in Computer Science and experience building VR simulations, multiplayer systems, and interactive applications. Skilled in Unity, C#, Unreal Engine, and C++. Developed immersive educational simulations and multiplayer game modifications using modern game technologies. Currently studying Game Development and Design while continuing to build a game engine in JavaScript.

TECHNICAL SKILLS

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

Game Development: Unity Engine, Unreal Engine, Gameplay Systems, Interactive Systems

XR / Immersive Technologies: Virtual Reality (VR), Augmented Reality (AR), XR Toolkit, Simulation Development

Networking Systems: Steam Networking API, Multiplayer Game Systems

Tools: Git, GitHub, Linux, Windows, Android

ACHIEVEMENTS

- Developed an immersive VR training simulator teaching CPR procedures through interactive medical scenarios.
 - Implemented multiplayer communication mechanics using Steam Networking API for a mod of the game "A Hat in Time."
 - Built gameplay-driven interaction systems enabling players to communicate through actions rather than text chat.
 - Developed interactive XR tools for creating and editing Augmented Reality assets.
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PROFESSIONAL EXPERIENCE

XR Developer — Orb-AR (Startup Collaboration)

2024 – 2025

- Contributed to development of tools for creating and editing 3D assets used in AR experiences.
- Implemented interactive editing workflows for AR content.
- Collaborated with the founder to prototype XR features and improve user experience.

VR Development Assistant — Arab American University

2023

- Developed VR learning environments using Unity and XR Toolkit.
 - Assisted students building VR applications for their senior projects.
 - Conducted research on adaptive learning systems in immersive environments.
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PROJECTS

Playfrens – Multiplayer Social Gaming Tool

2025 - Present

Personal Project

- Developed a collaborative platform helping players coordinate multiplayer gaming sessions.

Tech: JavaScript, React, 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

- Built an immersive VR application teaching CPR procedures through interactive simulation.

Tech: Unity, C#, XR Toolkit.

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