

Abdulsalam Mahmoud

Senior Unity Developer | Games & Interactive Systems Specialist

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Passionate software engineer dedicated to building seamless, immersive experiences across games, apps, and interactive systems using Unity and mobile technologies.

Work Experience

Senior Unity XR Developer

Aug 2025 - Present

[Siraj Studios](#) | Amman, Jordan

As a Senior Unity XR Developer at Siraj Studios, I lead development of immersive AR and VR applications using Unity and C#. I architect scalable systems, integrate 3D assets, and create interactive experiences for Meta Quest, mobile, and desktop platforms.

Unity Team Leader

Aug 2024 - Present

[RIFFICS](#) | Amman, Jordan

At RIFFICS, I worked as a Unity Team Leader, managing the full development cycle of multiple mobile games. I led and mentored developers, coordinated with artists and designers, ensured code quality, optimized performance, and delivered high-quality projects on time.

Senior Unity Developer

Jul 2024 - Aug 2025

[Romman Smart Applications LLC](#) | Amman, Jordan

At Romman Apps, I led the full game development cycle as the sole Unity developer, handling concept, prototyping, optimization, and release. Collaborating with design, marketing, and backend teams, I built and launched three mobile games with seamless integration and performance.

Senior Mobile and Unity Developer

Jul 2021 - May 2024

[New Aeon Digital](#) | Amman, Jordan

As a developer and team leader, I worked on complex mobile games using Unity 3D for Android and iOS. I also served as the technical leader for the mobile team, overseeing development, guiding technical direction, and ensuring high-quality project execution.

Senior Android Developer

Mar 2021 - Jun 2022

[New Aeon Digital](#) | Amman, Jordan

Leveraging my extensive experience in Android Development, I am actively engaged in crafting sophisticated new Android applications while also offering robust support for existing projects.

Mobile Application Developer

Oct 2019 - Feb 2021

[Numny](#) | Amman, Jordan

I contributed to the development of an advanced, legacy E-commerce mobile application using Java. The primary objective of the application was to facilitate sellers in activating Android Point Of Sale (POS) terminals.

Utilizing the Unity engine, I have been involved in the creation of highly successful 3D/2D mobile games, which have garnered over 5 million players worldwide and are available on both Google Play and the App Store.

Core Skills

Areas of Expertise: Game Development (Mobile, PC, and XR), Extended Reality (AR/VR/MR) Applications, Mobile App Development (Android, iOS, Flutter), Software Architecture & Systems Design, Clean Code & Modular Programming (SOLID Principles), Performance Optimization & Memory Management, Cross-Platform Development

Unity & Game Systems: Unity Engine (2D, 3D, URP, HDRP), C# Programming, Scriptable Objects Architecture, Addressables & Asset Bundles, DOTween Animation System, Cinemachine, Timeline & VFX Graph, AI Systems & Pathfinding, Multiplayer (Photon PUN2, Mirror), Level Design & Scene Management, Play Asset Delivery Integration, Analytics & Player Progression Systems, UI/UX Implementation

Backend & Cloud Services: Firebase (Auth, Firestore, Remote Config, Messaging, Analytics, Crashlytics), PlayFab & Google Play Services Integration, REST APIs & JSON Serialization, Real-time Database Synchronization, Cloud Messaging & Notifications

Mobile Development: Flutter (Dart) – Cross-platform Apps, Android (Kotlin, Java), iOS Integration (Swift bridging, Firebase, ATT), App Publishing (Play Console, App Store Connect), AdMob, AppLovin, Unity Ads, and LevelPlay Mediation, In-App Purchases & Monetization Systems

XR Development: AR Foundation (Image & Object Tracking), XR Interaction Toolkit, Oculus/Meta Quest Development, Hand Tracking & Gesture Input, 3D UI & World-Space Interaction, ARCore & ARKit Integration

Tools & Workflow: Git, GitHub, Bitbucket, Jira, Trello, Azure DevOps, Photoshop, Illustrator, Blender, Agile & Scrum Development, Visual Studio, Rider, Android Studio, IntelliJ, Xcode, Visual Studio Code

Other Skills: Game Design & Balancing, Monetization & Retention Strategy, Team Leadership & Mentorship, Technical Documentation & GDD Writing, ASO

Education

Al-Balqa'a Applied University

Present

Bachelor's degree Computer Science

Certificates

Digital Communication Skills At The Workplace Certified.

Feb 2017

Al-Balqa' Applied University

Cambridge Certification Authority (CCA) in Java Level 1 Certified.

Jul 2019

Cambridge Certification Authority

Cambridge Certification Authority (CCA) in Java Level 2 Certified.

Jul 2019

Cambridge Certification Authority

Complete Android Development Certified.

Sep 2019

Udemy

Android Jetpack Compose Certified

Udemy

Oct 2022

Unity Game Dev with Azure PlayFab

Udemy

Aug 2023

AR Development with Unity & Vuforia Certified.

Udemy

Aug 2023

Flutter & Dart - The Complete Guide

Udemy

May 2024

Additional

- Start Date: Available to start immediately
- Relocation: Open to relocation nationwide