

PAUL HAROUN

Unity Game Developer - Faitroun, Lebanon · 70 106 299

paulharoun@live.com - <https://lb.linkedin.com/in/paul-haroun-814166101>

<http://octacode.org> - <http://octacode.org/portfolio.html>

Knowledgeable and detail-oriented Game Developer since 2016, accustomed to working in fast-paced and deadline-driven environments. Creative thinker and content expert with in-depth knowledge of development tools and languages.

EXPERIENCE

JUL 2021 – PRESENT

UNITY GAME DEVELOPER, Y76

Coding and testing an Augmented Reality App with Face Tracking abilities and animations.

NOV 2019 – DEC 2020

SOFTWARE DEVELOPER, SESOBEL

My responsibility was to maintain and develop its MS-Access database.

JAN 2017 – AUG 2017

SOFTWARE DEVELOPER, SCREENS INTERNATIONAL

Built .Net Applications like: Optical Character Recognition, backup tools, receipts system.

JAN 2016 – JAN 2017

SYSTEMS & NETWORKING ADMIN, EXEO

Maintaining the company's network infrastructure, supporting end users, maintaining backup solutions and servers.

JAN 2016 – PRESENT

UNITY GAME DEVELOPER, FREELANCER

VR, AR, 2D, 3D, HDRP, Android, IOS, GitHub, Firebase, Monetization, Publishing ...

EDUCATION

2014

TS, ETSTC DEKWENEH

System and Networking, and CCNA Discovery 1-2

SKILLS

- Unity/GitHub/Firebase
- VB.NET
- C#
- ASP
- SQL/MySQL/SQLite
- Monetization, Publishing
- Android
- Windows/Office
- Linux
- Networking