


# Robear Selwans

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## Work Experience:

### Backend Developer (Phantom Raven)

Dec. 2019 - Feb. 2020

- Lead Backend developer working on the e-commerce website NodeJS backend, database servers and responsible for containerization and deployment.
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## Education:

### Bachelor's in Computer Engineering and Software Systems

Oct. 2016 - Jul. 2021

Ain Shams University

Egypt

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## Projects:

### evol: A modular game engine

❖ **Role:**

- Led the team throughout the entire project.
- Built the plugin framework of the engine.
- Built solely the modules for Scripting, Physics, ECS and Asset manager
- Helped in the implementation and debugging of the renderer module

### ImprovGFX: An offline renderer (gone online)

❖ **Role:**

- Led the team throughout the entire project.
- Built the renderer and added OpenCL acceleration to the renderer.
- Created an accessible API for my teammates

### CPU-RT: A PBR CPU Raytracer

❖ **Role:**

- Implemented the basic raytracer from scratch
  - Added glTF2.0 format support and PBR materials
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## Programming Tools and Languages:

C/C++

Renderdoc

gdb

Rust

Git

perf

Java

Visual Studio

Valgrind