Mohamad SHAABAN

Cloud Engineer

A Cloud Systems Engineer that is passionate about massively multiplayer online games development & Unreal Engine. I develop tools and plugins for Unreal Engine for Digital twins and online game development.

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% https://sha3sha3.github.io/Portfolio

SOCIAL NETWORKS

R^G ResearchGate Profile

in LinkedIn Profile

GitHub Profile

EDUCATION

PhD in Robotics and Autonomous systems — University of Genoa, Genova, GE, Italy
Since 2022

♦ Lebanese Nano-satellite Program Training — Lebanese CNRS, Beirut, BA, Lebanon

From 2019 to 2020

Masters of Science - Electronics Engineering — Lebanese International University, Beirut, BA, Lebanon From 2019 to 2020

Bachelor of Science - Electronics Engineering — Lebanase International University, Beirut, BA, Lebanon
From 2016 to 2018

Scientific Baccalaureate — Ansar Public School, Beirut, BA, Lebanon
From 2015 to 2016

WORK EXPERIENCE

◆ Tools Developer - Unreal Engine — GAMEOLIC DEVELOPMENT STUDIO, Remote

Since June 2022

Create, develop, integrate, and deploy cloud-targeted tools for Unreal Engine tailored for Trimurti Online, an MMO title.

Distributed Servers Systems — DSS, Beirut, Lebanon

Since 2020

A personal Project that aims to bring MMO features support for Unreal Engine Project is considered widely popular among Unreal Engine indies

More on the projects portfolio

► Cloud Systems Engineer — Mobile Arts ME, Beirut, Lebanon

From August 2020 to March 2022

Designing horizontally scalable cloud systems

Developing distributed systems

Maintaining cloud under massive traffic

Optimizing for best cost to performance

Embedded Engineer - Project based − Maxwell Innovation Lab LLC, Beirut, Lebanon

From June 2018 to March 2019

Firmware development and tuning for wearable devices

More Info in the Portfolio

COMPETITIONS AND AWARDS

- Engineering Projects Competition: First Place 11/05/2018 LIU Beirut, Lebanon
- ARC4 Robotics Competition: Third Place 22/04/2018 LU Beirut, Lebanon
- Schools competition of Science: None 2016 -UNESCO Beirut, Lebanon
- Schools competition of Science: Bronze- 2015 -UNESCO Beirut, Lebanon

SKILLS

Cloud Design, develop and deploy distributed systems with CI/CD

Multi language programming From low level c to .Net6.0 for cloud, with multiple OS/CPU Architecture targeting

Unreal Engine Developer Specialized in extending the engine and developing cloud based sub-systems

COMPUTER SKILLS KEYWORDS

C, C++, .NET, Unreal Engine, AWS, Altium Designer, Kafka, DDS, Redis, GRPC, SignalR, SQL/NoSql, Distributed Task Queue, RabbitMQ

LANGUAGES

Arabic Native, English Fluent, Italian A2

PUBLICATIONS

- RICO-MR: An Open-Source Architecture for Robot Intent Communication through Mixed Reality: 32nd IEEE International Conference on Robot and Human Interactive Communication (RO-MAN), Busan Korea, 2023
- **Digital Twins for Human-Robot Collaboration: A Future Perspective:** 18th International Conference on Intelligent Autonomous Systems (IAS), Suwon Korea, 2023
- Integrating Digital Twin And Mixed Reality In Human-Robot Collaboration: Italian Robotics and Intelligent Machines Conference, 2022, Italy

PROJECTS

An Up-to-date Projects portfolio can be always accessed at https://sha3sha3.github.io/Portfolio/

- Dynamic servers' system: Opensource Scalable MMO servers instantiation, dungeon instantiation and player balancing subsystem for unreal engine. GitHub Link: https://github.com/sha3sha3/UE-DSSPlugin.
- Easy JWT: Opensource Unreal Engine plugin for Authorization and JSON WEB Tokens Github Link: https://github.com/sha3sha3/JWTPlugin
- Easy Kafka: Kafka/Redpanda client sub-system for unreal engine. It supports producing and consuming records through blueprint and C++ Github Link: https://github.com/sha3sha3/UE-EasyKafka
- **RICO-MR**: Modular Digital Twin based on Unreal Engine, support on-runtime models importing, control and feedback Github Link: https://github.com/TheEngineRoom-UniGe/RICO-MR
- Miniaturized IMU Sensor: Design, fabricate, and program a 17x13 MM 9DOF IMU board with Wifi and flash storage on-baord. More on the projects portfolio.
- **Gluco-z:** Glucose measurement wearable device using non-invasive sensors technology, More on the projects portfolio.