




## Contact

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 <https://www.shadertoy.com/user/JoeAN>

## Skills

### Game dev

Unity, Unreal, Shaders,  
OpenGL, GPGPU, 3D Math

### Front-end

Svelte, React, AngularJS,  
Electron, Android Studio

### Back-end

ASP.NET Core, Entity  
Framework Core

### Programming Languages

Python, Java, C, C#, C++,  
SML, Matlab, Javascript, Lua,  
Latex

### Soft

Professionalism, Discipline,  
Communication

# Joe Abi Nassif

Software developer specialized in game/XR development with familiarity with fullstack development, numerical computing, machine learning, gpu programming and cloud computing.

## Experience

### Polypo

Unity/Typescript Developer (Sep 2023 – Nov 2025)

Handled multiple XR projects for different clients like:

- AR mirrors for virtual try-on, face filters and background effects
- E-commerce websites (product configurators, face filters)

Technologies used:

- Unity (IK, Cloth simulation, VR, AI inference)
- Needle engine (Web runtime integrated with Unity, Mediapipe API)

### Robocom VR

Game Developer (Aug 2020 – May 2023)

Part of a team that worked on a group of story-based VR arcade games with different simulators called Pixoul ([pixoulgaming.com](http://pixoulgaming.com))

- Gameplay programming (Scripting, Behaviour Trees)
- Shaders and VFX (Shaderlab, Shadergraph, VFX Graph, HDRP)
- Gameflow animation (Timeline, Cinemachine)
- Editor Scripting
- Machine testing and integration in Abu Dhabi

### auxi

Intern (Jun 2020 – Jul 2020)

Worked on automation for Microsoft Office presentations using C#

### Ray Labs

Intern (Jul 2019 – Aug 2019)

Did data entry and tested out features in Android Studio and AngularJS

## Education

American University of Beirut

BS, Computer Science (2017 – 2020)

Dean's Honor List, Fall 2017

Sainte Famille Fanar

2002 – 2017

## Extra

Took part in Global Game Jams as well as meetups and workshops (both as attendee and assistant instructor) with Lebanese Game Developers