Nour Gaser

Software Engineer | Game Developer | Academic Researcher
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6th of October, Cairo, Egypt

SUMMARY

Software Engineer and Game Developer with a strong foundation in Computer Science, currently pursuing a Master's degree in Media Informatics. Experienced in full-stack SaaS development, real-time 3D visualization, and cloud infrastructure optimization. Passionate about Open Source software, Linux systems, and creating educational technologies. Proven track record of optimizing backend systems and leading technical teams.

EDUCATION

German International University (GIU)   Cairo, Egypt
Master of Science in Computer Science (Major: Media Informatics)   *Sep. 2025 – Present*

Misr University for Science and Technology (MUST)   6th of October, Egypt
Bachelor of Science in Computer Science   *Sep. 2019 – July 2023*
- Grade: 3.9/4.0 (Ranked 6th in class)
- Graduation Project: "Charged Learning" – An educational puzzle game for learning electric circuits.

EXPERIENCE

Teaching Assistant   Sep. 2025 – Present
German International University (GIU)   *Cairo, Egypt*
- Instructional support for the "Electronic Business Development" course for Business Informatics students.
- Conduct practical labs focusing on modern web technologies (MERN Stack: MongoDB, Express, React, Node.js).
- Design and grade quizzes, assignments, and educational materials to reinforce theoretical concepts.

Software Engineer   Jan. 2025 – Aug. 2025
Hoopoe Digital   *Remote*
- Maintained and led the development of a bleeding-edge 3D indoor mapping solution.
- Supported a multi-tenant SaaS Wi-Fi solution serving tens of B2B2C customers and 100k+ users.
- Optimized real-time data handling for approximately 1,000 daily active users.

Co-Founder & Technical Lead   Mar. 2024 – Present
ANY Solutions   *Remote*
- Founded a software house startup; led a successful hiring cycle to build the core engineering team.
- Delivered a medium-sized travel platform comprising multiple mobile apps, web dashboards, and cloud infrastructure.
- Architected the backend infrastructure to ensure scalability and cost-efficiency.

Software Engineer   Oct. 2024 – Jan. 2025
Genesis Creations S.A.E   *Maadi, Egypt*
- Led the development of a 3D asset store for internal and external use.
- Refactored a critical daily database sync cronjob, reducing execution time from **8+ hours to 15 minutes**.
- Proposed and implemented cloud infrastructure changes that significantly reduced operational costs.

Software Engineer   Nov. 2023 – Oct. 2024
Hoopoe Digital   *Remote*
- Developed features for multiple Wi-Fi enabled applications and configured Network Attached Storage (NAS) equipment.
- Implemented a basic CI/CD workflow to accelerate development cycles and deployment.
- Managed integration with FreeRADIUS and Linux system administration tasks.

Software Support Engineer   Sep. 2023 – Nov. 2023
Bosta   *Maadi, Egypt*
- Handled 4th-line engineering support tickets, including auditing logs and identifying root causes.
- Developed minor patches and reported critical bugs to the core development team.

PROJECTS

Charged Learning | *Unity, C#, Educational Tech*   Feb. 2022 – Oct. 2022
- Developed a 2D puzzle game designed to gamify the learning process of electric circuits.
- Created as a graduation project, achieving top-of-class recognition.
- Implemented custom physics interactions and circuit simulation logic within Unity.

Open Amazing Brick | *Unity, C#, Open Source*   Jan. 2022
- Developed an open-source clone of a casual game, removing ads and improving UX.
- Published on Google Play Store and self-hosted as a web app.
- Completed the entire development cycle in under 48 hours during a game jam challenge.

OmegaCare | *Node.js, React, Full Stack*   Jan. 2021 – Mar. 2021
- Built a dynamic landing page with a medical network database, newsfeed, and live chat.
- Developed a CMS (Content Management System) for employees to manage website content.

TECHNICAL SKILLS

Languages: C#, JavaScript/TypeScript, Python, C++, SQL, LaTeX, HTML/CSS
Game Development: Unity 3D/2D, Game Design, Physics Simulation, XR (AR/VR)
Web & Backend: Node.js, React.js, Express, MongoDB (MERN Stack), REST APIs, Nginx
Infrastructure & Tools: Docker, CI/CD, Git, Linux (Fedora/RHEL), FreeRADIUS, GCP, Self-hosting