

Ahmed Abdallah Mousa

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Education

Canadian International College

New Cairo, EG

Canadian International College. New Cairo (June 2023, GPA 2.99)

- Helped starting Google DSC CIC. Core Team Member

Experience

Ljomatech

April 2024 - Present

- Founded and lead a specialized XR and interactive technology studio delivering high-impact event activations and enterprise solutions.
- Architect and develop VR/AR applications, interactive installations, and hardware-integrated systems (Arduino, sensors, embedded devices).
- Design scalable backend infrastructures (NodeJS, WebSocket, REST APIs, database systems) supporting multi-device deployments.
- Deliver end-to-end BTL activations, integrating computer vision, AI, XR, and embedded systems for regional clients.
- Oversee project lifecycle from concept design and prototyping to deployment and live-event technical supervision.

Parallel XR

New Cairo, EG

XR Game Developer

July 2023 – April 2024

- Developed and optimized an Unreal Engine 5 VR showroom (Ebony Ivory), enhancing performance and user experience.
- Contributed to a modular VR Training Framework for industrial simulation environments.
- Implemented performance optimization techniques across rendering, physics, and asset pipelines.
- Collaborated cross-functionally to ensure stable multi-user XR deployments.

412 Labs

Maadi, EG

Unity XR Instructor

Jan 2024 – July 2024

- Delivered XR curriculum to 24 students during the Winter 2024 cycle.
- Supervised and evaluated graduation projects, ensuring production-level implementation standards.
- Provided mentorship in Unity XR development, interaction design, and project architecture.

TouchMedia International

Heliopolis, EG

Software Engineer

Jun 2021 – Mar 2022 / Jan 2023 – Jul 2023

- Developed and maintained the company website, establishing digital presence and backend infrastructure.
- Delivered 70+ technology activations leveraging AR, VR, AI, and Computer Vision.
- Engineered immersive experiences across games, interactive kiosks, and web applications.
- Contributed to rapid deployment pipelines for large-scale event operations.

Zero One

New Cairo, EG

Software Engineer

Sep 2021 – Jan 2023

- Delivered 60+ activations during a single summer season across games, web systems, and embedded solutions.
- Executed major event deployments (Sharm Rendezvous, COP27, Cairo ICT) under compressed timelines.
- Led a 5-member cross-functional team (software & design), ensuring delivery reliability.
- Optimized Unity modules, improving development speed and deployment efficiency.

Vube Remote, Germany
Unreal Engine Developer Aug 2021 – Jan 2022

- Contributed to Unreal Engine 5 game port development.
- Optimized physics systems and performance pipelines.
- Integrated Arduino-based hardware controls for enhanced simulation realism.

DASA Technology Planet New Cairo, EG
Game Developer & Game Designer Jan 2020 – Jun 2021

- Authored detailed Game Design Documents (GDDs) for multiple game projects.
- Implemented gamification frameworks to improve engagement metrics.
- Integrated ELO rating algorithms into competitive game systems.
- Led digital prototyping processes prior to full production.

Taj15 Remote, Saudi Arabia

Junior XR Developer Oct 2017 – Apr 2019

- Developed Augmented Reality educational experiences using Unity and Vuforia.
- Executed AR deployments independently for Saudi primary education content.
- Delivered production-ready XR applications under remote collaboration model.

Leadership and Activities

Zero Reality New Cairo, EG
Software Developer July 2016 – Oct 2017

- Developed a secure PHP framework for Unilever, adhering to enterprise security standards.
- Standardized Unity module architecture, reducing project delivery time by 30%.
- Developed two VR titles: Voxing (multiplayer boxing) and The Blind (VR simulation).
- Built “Supsets,” a NodeJS & Angular venue scheduling platform.

Certificates

ACC Virtual Reality Diploma New Cairo, EG
American Center Cairo - US Embassy Cairo Jan 2024

GDC Founder Core Team New Cairo, EG
Egypt – DSC Canadian International College Oct 2020

Publications

Ali, Y.W., Abdel-Basset, M.K., Ghaly, M.T., Amin, L.A., **Mousa, A.A.**, Sayed, G.I. (2023). Enhancing Children's Fire Safety Skills with Machine Learning-Powered Virtual Reality Training System. In: Hassanien, A., Rizk, R.Y., Pamucar, D., Darwish, A., Chang, KC. (eds) Proceedings of the 9th International Conference on Advanced Intelligent Systems and Informatics 2023. AISI 2023. Lecture Notes on Data Engineering and Communications Technologies, vol 184. Springer, Cham.
https://doi.org/10.1007/978-3-031-43247-7_47

Skills & Interests

Technical: Photoshop, Development, Embedded Systems and Backend Development

Language: Arabic and English

Interests: Art, Gaming, Photography and Music