

# Adel Amro

## Programmer

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### *Personal Profile*

I'm a 33 year old programmer in Palestine. Married not so long ago. I have been programming since my first year in college in 2000. A couple years later I was tutoring college students on C++, landing some freelance work, and expanding my skillset on my own. After graduation I was hired as an accountant and technical consultant in a local Drug Store & Distributor. I have been working as an independent developer after my day job.

Now I'm seeking a position to utilize and enhance my skills in developing quality software, and experience working with a team of professional developers. I'm particularly enthusiastic about real-time graphics technology, especially game development, and the related software tools that present a pleasing experience to both developers and end users.

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### *Education*

- Bachelor degree in Computer Science at Hebron University (2000-2004).
  - Successfully finished one semester in Computer Science master at Jordan University for Science and Technology (J.U.S.T).
  - High school: Al-Sharia High School for Males – Hebron / Palestine.
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### *Key Skills*

#### Languages

C++

PHP

Javascript

HLSL

SQL

HTML / CSS

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## Libraries

Windows SDK

Maya API

Direct3D 9

Sciter (GUI lib)

Wintab

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## Software

MS Office Suite

Autodesk Maya

ZBrush

Photoshop

Unreal Engine 4

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## *Projects & Samples*

### Curver

*C++, DX9, HLSL, Windows SDK, Sciter*

A drawing program that aims to become the fastest and most convenient way to work with line art.

### MayaFPS

*C++, Maya API, Windows SDK*

Commercial Maya plug-in that implements first person navigation control in Maya's perspective views. Customers include many high-profile game development studios.

### ShaderGen

*C++, DX9, HLSL, Windows SDK*

ShaderGen is a node-based shader editor. It can be used as an artist-friendly material editor inside other applications (for example, a graphics engine).

### Code-section's Tool Box

A collection of utility C++ code for win32 programming and more. Includes a simple C++ Event System.

### HBox

A simple C++ library to layout your boxes. Platform- and GUI-library-independent, supports flex units, has an editor, and lightweight.

### RefreshBrowser

This web development tool is a Notepad++ plug-in that reloads the browser when saving a document.

## Win32 Docking System

*C++, Windows SDK*

A docking system based on a custom dock host control for win32 applications.

## Win32 Property Grid Control

*C++, Windows SDK*

Native pure win32 property grid control. Lightweight but versatile.

## DirectX9 OBJ Loader Sample

*C++, DX9, HLSL*

This sample demonstrates loading an obj file and renders the model in DX9.

## DX9 Fluid Effect Sample

*C++, DX9, HLSL*

This sample demonstrates a fluid commulative effect.

## DX9 Volumetric Lines Sample

A port for NVidia's OpenGL demo to Direct3D 9 and HLSL.

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## *Work Experience*

Besides personal projects and developing commercial software independently, I have no relevant work experience. I currently work as an accountant and technical consultant in Khalil Al-Rahman Drug Store.

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## *More About Me*

In my free time, if I'm not working on some project, I like browsing the internet for video game development-related technologies and discussions (esp. GameDev.net). I have [a programming blog](#). I also like playing video games, learning the Japanese language, and learning level design and Blueprints in UE4. I also like digital drawing and painting, but I almost always end up not liking what I draw, so I delete it :(