

Adel Amro

Programmer

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Personal Profile

I was born in 1982 and have been programming since my first year in college in 2000. A couple of 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. I have been working as an independent developer after my day job, selling software online.

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.

Education

- Bachelor degree in Computer Science at Hebron University (2000-2004).
- Successfully finished a 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.

Languages

- **English:** Excellent in reading, writing, and fluent in speaking. Typing speed is around **75** words per minute.
- **Japanese:** Basic knowledge.
- **Arabic:** Mother tongue.

Key Skills

Programming Languages

C++	SQL
PHP	HTML / CSS
Javascript	

Libraries

Windows SDK	Sciter (GUI lib)
Direct3D 9	

Software

MS Visual Studio	ZBrush
MS Office Suite	Photoshop
Autodesk Maya	DaVinci Resolve

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. It features the innovative approach of a 2D sculpting workflow to work with curves.

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.

Jeem

PHP

Lightweight Flat-File Content Management System. It allows users to create rich websites easily and quickly without getting in the way, and being file-based means its very easy to setup and work with.

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.

Work Experience

Developed commercial software that went on selling online, as well as a number of freelance jobs for local clients. I currently work as an accountant and technical consultant in Khalil Al-Rahman Drug Store.

More About Me

I have a [programming blog](#) on my website. I'm always seeking to improve and expand my skillset in software development, GUI design, and graphics design. I also like digital drawing and painting using a graphics tablet, visual programming (node-based), and video editing. I also love photography and have an [online gallery](#) of photos I've taken.