Mazen Shaar

Software Developer

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Software developer specialising in Unity/C#, with experience across games, interactive applications, AI integrations and web software. Develops and improves applications from prototype through delivery, using AI coding agents throughout implementation, review and debugging.

PROFESSIONAL EXPERIENCE

AI/Unity Developer 2024–Present

PurpleGlo | Dubai, UAE

- Develop interactive applications across Unity, web interfaces and backend integrations, translating supplied designs and requirements into working software.
- Build gameplay and application systems covering input, session flow, user interfaces, scoring, completion logic and real-time feedback.
- Integrate local AI workflows and model APIs with guest-facing applications, including asynchronous processing, result handling and output delivery.
- Connect tangible inputs and multiple devices to Unity interfaces, using shared input frameworks and communication layers.
- Rewrite and improve existing applications through runtime debugging, image/texture lifecycle handling and tools for operators.

Unity Developer Intern 2023–2024

PurpleGlo | Dubai, UAE

- Developed multiple Unity games and event applications, implementing gameplay, user interfaces and application flow.
- Developed local AI photobooth software and worked on AI-enabled applications for events.

UNITY AND C# SKILLS

Gameplay and interaction: C# scripting, input handling, gameplay/session state, scoring and completion logic

Interfaces and connectivity: Unity UI, animated transitions, bilingual flows, tangible input, multi-device messaging

Tools and runtime: Editor utilities, texture/UV workflows, image handling, runtime debugging and lifecycle management

SOFTWARE AND AI SKILLS

Web development: TypeScript, JavaScript, React, Next.js, Node.js, Express, REST APIs, WebSockets

AI integration: Python, local generation workflows, ComfyUI, FaceFusion, model APIs

Development workflow: Git, AI coding agents, source review, debugging and system integration

EDUCATION

SAE Institute, Dubai | 2019–2023

Bachelor’s degree in Games Development (Programming)

AWARDS

The Glo Momentum Award, PurpleGlo | October 2026 — Ownership, energy and making things happen.

1st Place, Internal Game Jam, PurpleGlo | May 2024 — Solo 48-hour Unity game.

LANGUAGES

English: native or bilingual proficiency. Arabic: professional working proficiency.