

Omar Ibrahim

Product Manager | AI Products and Workflow Automation

Hong Kong | +852 59393797 | os1991ai@gmail.com

Product manager with a background in game design and development. At MeeOpp since 2021, with broader AI product ownership since 2025. Combines prompt design, pedagogy validation and hands-on, AI-assisted delivery with experience hiring and supervising a game artist.

Experience

Meego Technologies (MeeOpp), Hong Kong

Aug 2021 to Present

AI product ownership since 2025; earlier game design and development

- Led prompt design and pedagogy validation for AI Quick-Drill (AI Bitesize squad), and directed engineering delivery. Reduced exercise-creation time from approximately 5 to 1.5 hours, including human review; generated 2,400 curriculum-aligned questions across three languages.
- Led the design and AI-assisted build of a tiered curriculum system so one course could serve multiple ability levels, with placement and teacher/admin tools. Followed through after rollout, including diagnosing and correcting placements for 29 students.
- Extended AI question generation to interpret figures in uploaded teaching material, with teacher-controlled reuse of source figures and creation of illustrative charts. Added separate LLM checks for chart validity and whether questions depend on the figure.
- Built a document-driven course planner that converts school schedules into reviewable course plans; iterated with pedagogy and customer-success teams to handle different school requirements.
- Built the delivery layer for personalised practice using approved questions and learner skill evidence. Iterated content selection, readiness checks and admin explanations while preserving assigned content and individual marks.
- Added AI grading validation against original marking instructions, score boundaries and per-skill evidence, blocking automatic adoption when checks fail. Added a repair workflow that rechecks failed cases before accepting changes.
- Built teacher self-service tools and an AI-generated professor reporting suite, moving class-account management, submission tracking and recurring reports from manual workflows into the app.
- Planned, designed and developed MeeOpp games; hired and supervised a game artist. Led the Unity-to-Phaser/TypeScript migration, reducing build size from 23.5 MB to 2.5 MB and enabling iPad and mobile play.

Educational Technology Developer

Jan 2019 to Aug 2021

University of Hong Kong (TELI)

Hong Kong

- Designed and developed interactive educational applications aligned with faculty pedagogical goals, including AR/VR experiences, AI chat interactions and live data syncing.
- Delivered 5+ apps adopted across HKU departments, covering gesture recognition, simulation tools and collaborative learning experiences.

Game Developer

2014 to 2018

TantumSoft, Gimzat, Fixed Solutions, Nilecode

Egypt

- Developed gameplay systems, interactive prototypes and modular tools for educational and entertainment applications across multiple studios.

Skills

AI and Product: Prompt design and tuning, LLM integration (OpenAI, Claude, Gemini), multimodal question generation, LLM evaluation workflows, AI-assisted prototyping and delivery (Claude Code, Codex), product scoping, roadmaps, PRDs, Amplitude

Technical: TypeScript, JavaScript, Node.js, Next.js, Prisma, HTML/CSS, C#, Unity, Phaser

Tools: n8n, Inngest, Playwright, Vitest, Git, GitHub, Jira, Confluence, Shopify, Stripe, Firebase

Education

B.Sc. Computer Science | Integrated Thebes Academy | 2008 to 2012

Class Rank: 1st | GPA: 3.87/4.0