

Nader Nour Mohamed Hegazy

nnmh1992@hotmail.com

+201091909746

[Linkedin](#)

[GitHub](#)

Cairo, Egypt

Education:

- 2009 – 2014 Computer and system department, In Ain-Shams University, Faculty of Engineering.

Graduation project title “Autonomous RFID based Serving Robot”

Previous Experience:

- **2017**
 - Working for **Adabisc Future Qatar** as Software Engineer/Game Developer:
 - Drawing game for Juniverse.
 - Implemented face tracking system using intel real sense camera ([Link](#)).
 - TCP file sending system for android windows Universal.
 - Networking system.
 - Canon Camera SDK.
 - Juniverse game server (testing, Integration with games).
 - Made a lot of R&D work in machine learning.
- **2016**
 - Working **Alkottab** Studio as Game Developer/Co-Founder:
 - Developed Kadjar Renault VR using Unity for [Android](#) /[IOS](#).
 - Developed Multiplayer Shooter Game using UE4 for DK2 for VHUB.
 - Real State Project for Samsung Gear on UE4.
 -
- **2015**
 - Working for **Alkottab** Studio as Game Developer:
 - Developed Cheetos an [Android/IOS](#) Augmented Reality game using Unity.
 - A Virtual Reality FPS game called “Coming Back” with Unity.
 - Developed Zombie Defense Game with Unity for DK2 to be used in VHUB booth in City stars.
 - Developed A Multiplayer Virtual Reality racing game using Unity3D.
 - A Multiplayer Card Game which called Estimation. (wasn’t released)
 - Developed the physics system for a roller coaster VR game.
- **2014**
 - Worked on my own, while learning game development
 - Developed an android game using Unity game engine on play store: [Sky Jet](#)
As personal project.

Academic Experience:

- Machine Learning course
- Image Processing course
- Computer Security (Academic project)
- 16-bit SIC processorData Structure & Algorithms (Academic project)
- Text based game using Java called Gates Of The Hell

Technical Skills:

- Very Good at C/C++.
- Very Good at C#.
- Machine learning
- Good at Java.
- Fair at python

Technical Tools:

- Unity Game Engine
- Unreal Engine 4.x
- Visual Studio
- Photoshop
- After Effect
- Maya
- MATLAB