

Nader Nour Mohamed Hegazy

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[Portfolio](#)

Passion

I Love Learning and facing new challenges. And implementing complicated systems and seeing them come to life. I love watching people playing games that I made and how they act as an unknown variable in a world with constant variables that I participated in creating.

Experience

- **Software Engineer/Game Developer at Instinct Games. [2018-Present]**
 - *Responsibilities:* **Items generation tools**, Physics and game-play programming, UI integration and development, **Networking solutions**, Bug fixes and features implementation, Refactoring/Updating code.
 - *Technologies:* **Unreal Engine 4**, Visual Studio, C++, SVN.
 - **Software Engineer/Game Developer at Adabisc Future Qatar. [2017]**
 - *Responsibilities:* Drawing game for Juniverse, **Implemented face tracking system using intel real sense camera**, 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.
 - *Technologies:* Unity Game Engine, C#, C/C++, Matlab, Tensor flow, Machine learning, OpenCV, Vuforia, Maya, Canon SDK.
 - **Game Developer at Alkottab Studio. [2015-2016]**
 - *Responsibilities:* 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, **Developed the physics system for a roller coaster VR game**, 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.
 - *Technologies:* Unity Game Engine, Unreal Engine 4, Vuforia, Maya, C/C++, C#, Oculus Rift.
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Projects

- While learning game development developed an android game using Unity game engine As personal project called Sky Jet [2014].
 - *Technologies:* Unity Game Engine, C#, Android, Visual Studio.
 - A Multiplayer Card Game called Estimation(wasn't released) [2015]
 - *Technologies:* Unity Game Engine, Photon Networking Framework, C#.
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Languages

- Arabic (Native)
- English (Intermediate)
- Japanese (Beginner)

Skills

Technical

- Very Good at C/C++
- Very Good at C#
- Machine learning
- Good at Java.
- Fair at python
- Unreal Engine 4.x
- Unity Game Engine
- Visual Studio
- Photoshop
- After Effect
- Maya
- Matlab

General

- Self-Learner – Great at this
 - Concerned with producing high quality output
 - Attention to details
 - Good team member
 - Good communication skills
 - Problem solver
 - Self-Motivated
 - Hard worker
 - Technical aptitude
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Education

- Faculty of Engineering, Computer and system department, Ain-Shams University. [2009–2014]
 - Graduation project “Autonomous RFID based Serving Robot”
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Academic Experience

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

- Running
- Boxing
- Playing games
- watching anime/movies/cartoon