

Nader Nour Mohamed Hegazy

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Portfolio: <https://nadernour.github.io/portfolio.html>

Location: Cairo, Egypt

Passion:

Keep learning and developing new games and game related tools.

Previous Experience:

- **2018 - present**

- Working for **Instinct Games** as Software Engineer/Game Developer .
 - items generation tools.
 - Physics and gameplay programming.
 - UI integration and development.
 - Networking solutions.
 - Bug fixes and features implementation.

- **2017**

- Working for **Adabisc Future Qatar** as Software Engineer/Game Developer:
 - 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.

- **2015 - 2016**

- 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.
 - 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.

- **2014**

- Worked on my own, while learning game development
 - Developed an android game using Unity game engine As personal project called Sky Jet.

Education:

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

Graduation project title "Autonomous RFID based Serving Robot"

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:

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