

# Mahmoud Elzayat

## Game Developer

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### Summary

Motivated Computer Science student at Zewail City (Graduating 2027) with hands-on experience in software testing, game development, and competitive programming. I have trained extensively in problem solving, algorithms, and data structures. Skilled in Unity, C++, Python, and software quality assurance, with strong communication, teamwork, and self-learning abilities.

### EDUCATION

Bachelor of Computer Science Zewail City of Science and Technology, Giza  
Expected Graduation: 2027. Overall GPA: B.

### Experience

**Digital Egypt Pioneers Initiative (DEPI)** — *Software Testing Intern*  
**July 2025 – December 2025**

- Executed manual and automated testing for web and mobile applications.
- Designed and implemented test cases, ensuring software met quality standards.
- Reported and documented bugs for development teams to address.

**Genesis Creation** — *Game Development Intern* **July 2025 – August 2025**

- Built and tested Unity-based game features in C#.
- Designed and implemented basic gameplay mechanics, UI elements, and animations.
- Collaborated with designers and developers to optimize performance.

### COURSES & TRAINING

**Coach Academy** — *Problem Solving Level 1 & 2* **January 2025 – September 2025**

- Covered foundations and advanced techniques: Conditions, Loops, Arrays & Strings, Functions, Recursion, Complexity Analysis, STL, Static Range Queries, Two Pointers, Sliding Window, Binary Search, Complete Search (Backtracking, Bitmasks), Greedy Algorithms, and Number Theory.
- Solved advanced coding challenges using C++.

**MEC Academy** — *Problem Solving* **June 2024 – December 2024**

- Focused on programming logic, data structures, and mathematics for problem solving.

## **COMPUTER SKILLS**

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- Unity (C#, Game Physics, 2D/3D Development)
- Adobe Photoshop, Canva, Figma
- HTML, C++, Python
- **Microsoft office** : Word, PowerPoint, Excel, Teams

## **TECHNICAL SKILLS**

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- Sketching, Prototyping
- UI/UX Design
- Design Thinking
- Software Testing & QA
- Game Design & Development

## **ADDITIONAL SKILLS**

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- Communication and Collaboration Skills
- Problem-Solving
- Planning Skills
- Self-Learning
- Time Management Skills

### **Languages**

Arabic – mother tongue  
English