

MOHAMED HAMDY TAWFIK

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Portfolio: m-hamdy23.github.io

A technically sound candidate adept at developing exciting and feature-rich games for varied platforms, intends to work as a computer game developer for an esteemed organization.

EDUCATION

(2017 – 2018)

9-MONTH DIPLOMA, INFORMATION TECHNOLOGY INSTITUTE (ITI)

Track: Game Development.

Project Name: Steam Blast.

(2013 – 2017)

BSC, COMPUTER SCIENCE, BENHA UNIVERSITY

Grade: very Good.

Project Name: Land of Puzzle.

EXPERIENCE

(2018 – PRESENT)

CO-FOUNDER & GAME DEVELOPER, RASKULLS GAME STUDIO

- Lead developer and Network developer.
- Make Editor Scripting Tools
- Working on pc and mobile games.
- Develop AR and VR.

(2014 – 2017)

CO-FOUNDER & SOFTWARE DEVELOPER, HASEBOTY STARTUP

- Working on desktop solutions.
- Develop AR apps.

SKILLS

INDUSTRY KNOWLEDGE:

- OOP, Data Structures, Software Development, Game Design Pattern, Algorithms, basics network Programming, Game Testing.

TOOLS & TECHNOLOGIES:

- C++, C#, Java, JavaScript, HTML5&CSS3, Unity3D, Unreal, Virtual Reality, Augmented & Mixed Reality Programming , Photon Bolt ,Photon PUN ,Mirror.

INTERPERSONAL SKILLS:

- Problem Solving, Teamwork, Fast learner, Flexible and adaptive.

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