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

(NOVEMBER 2021– PRESENT)
GAME DEVELOPER, ZINAD IT
- Acting as team leader.
- Game developer.
- Tools developer.
- Working on Mobile, VR, web games.

(DECEMBER 2020 – NOVEMBER 2021)
GAME DEVELOPER, EGYPT GAMES 2022
- Game developer.
- Network developer.
- Tools developer.
- Worked on Mobile games.

(2018 – DECEMBER 2020)
CO-FOUNDER & GAME DEVELOPER, RASKULLS GAME STUDIO
- Game developer.
- Network developer.
- Tools developer.
- Worked on PC, Mobile and VR games.

(2014 – 2017)
CO-FOUNDER & SOFTWARE DEVELOPER, D-INNOVA STARTUP
- Worked on desktop solutions.
- Developed 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, Lua, HTML5&CSS3, Unity3D, Unreal, Virtual Reality, Augmented & Mixed Reality, Nakama Server, Firebase, Photon Bolt, Photon PUN, Mirror.

INTERPERSONAL SKILLS:
- Problem Solving, Teamwork, Fast learner, Flexible and adaptive.

LANGUAGES:
- Arabic (Native), English (Good).

CERTIFICATES

- **Dell EMC2**, Information Storage and Management.
- **Dell EMC2**, Cloud infrastructure and Services.
- **GIZ Training,** Virtual Reality.
- **GIZ Hackathon,** virtual Reality Hackathon participation.
- **GIZ Hackathon,** won Virtual Reality Hackathon.

HOBBIES

- **Competitive online gaming.**