

A h m e d M o h a m e d E l d e g l a

Software Development

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[LinkedIn profile](#)

PROFESSIONAL SUMMARY

C++ Game and Systems Developer with 7+ years of experience in low-level game development, reverse engineering, and real-time networking systems. Specialized in client-side and server-side hooks, memory manipulation, packet filtering, and performance optimization for online games. Strong background in C++ internals, debugging, and security-focused development. Experienced in building scalable, high-performance systems under real-time constraints.

WORK EXPERIENCE

C++ Game Developer | Freelancer

2017 – 2023

- Developed low-level C++ game modifications using advanced reverse engineering techniques, including static and dynamic analysis of game binaries.
 - Worked extensively with runtime debugging, memory analysis, and performance optimization in complex, real-time game environments.
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C++ Networking & Game Security Developer | Freelancer

2024 – 2025

- Designed and implemented high-performance C++ packet filtering systems for online games, handling real-time traffic inspection and manipulation.
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EDUCATION

2017 - 2021

Bachelor of Commerce (Business Administration)
Faculty of Commerce, Mansoura University

COURSES

2017 - 2018

Freecodecamp - Learn C++ in 31 hours

2018 - 2019

Udemy - Data Structures & Algorithms - C++

2022

Udemy - Learn Multithreading with Modern C++

2026

Learn Git & GitHub

CERTIFICATIONS

2025 – 2026

TODO—

SKILLS

Project management

Clean Code

Communication

Organization

Problem-solving
