

Amr Moataz Elnaggar

Game Developer

I am a game Developer with one year of experience. I have been able to develop an excellent eye for detail due to my experience in freelancing in both game and software development and enhancing it with fast-learning skills. Looking for a challenging role to bring my knowledge in the field and improve my skills.



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04 September, 1996

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EDUCATION

Computer Science Ain Shams University

10/2015 - 06/2019

WORK EXPERIENCE

Research & Developer Building Technology labs (BTL)

07/2019 - 12/2020

Cairo, Egypt

Software engineer designing and implementing different applications

Achievements/Tasks

- Implemented 4D visualization (including time as the 4th dimension) of construction process using unity3d
- Contributed in implementing an under-development graphics engine using (C++, OpenGL).
- Took responsibility to integrate fully functional (UI editor) for the engine using (Dear ImGui).
- Used Dear ImGui source code to implement Full API for UI supporting (Forms, TextBoxes, DropDowns, Buttons, Graphs, Trees, GanttChart, DateTime Pickers).

Contact: Hend Mohammend -

<https://www.linkedin.com/in/hend-mohamed-79a7151b8/>

SKILLS

Unity3d

C/C++

ADO.Net

C#

OOP

LinQ

Microsoft SQL server

OpenGL

UMLs

GIT

Laravel

Blender

Inkscape

adobe illustrator

PERSONAL PROJECTS

Augmented Reality FPS mobile game (01/2019 - 01/2020)

- An Augmented Reality game that helps players to use their phones and search for other players to compete against each other.
- Used Object Detection (YOLOv3) algorithm for detecting object in the scene and adding it to game world.
- Used Unet multiplayer API in Unity3d for multiplayer functionalities.

The Guardian. (05/2021 - Present)

- Fully Responsible for implementing fun pixel art platformer game Using Unity3d.
- Using assets from different sources.
- Systems already implemented includes (dialogue system, Game Manager, Level Manager, Player Controller, Camera Controller, Input Manager).

ORGANIZATIONS

Open Source Community (07/2018 - 07/2019)

Senior Vice President

Open Source Community (07/2017 - 07/2018)

Public Relation Vice Head

Open Source Community (02/2017 - 07/2017)

Public Relation Member

LANGUAGES

Arabic

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency