

Ehab Nasir

Student - Staffordshire University, Games Programming

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Professional Summary

Junior software developer with hands-on experience building interactive applications in Unity, Unreal, and C#. Skilled in problem-solving, gameplay systems, and rapid prototyping. Passionate about creating efficient, user-focused solutions across different types of projects and eager to grow within a professional development team.

CORE SKILLS

C# Scripting

Unreal Blueprinting

Unity Game Engine

Unreal Engine 5

Teamwork

Communication

Problem-solving

Time Management

Creativity

Education

Kings Ely, Ely (September 2017 - May 2020)

12 x GCSEs (Grades 6-9)

Long Road Sixth Form, Cambridge (September 2020 - June 2022)

3 A-levels (Grades C-A*)

Career Summary

Harriet Tea Room, Cambridge — Barista (May 2018 - September 2018)

Skill present during my time as a Barista:

- **Thriving in Fast-paced Environments:** Excelled in a high-energy atmosphere, ensuring prompt and efficient service to customers.
- **Teamwork and Communication:** Collaborated effectively with colleagues to deliver exceptional service and maintain a positive work environment.
- **Problem-solving and Adaptability:** Demonstrated quick thinking and adaptability to resolve challenges and meet customer needs.

KFC, Ely — Cashier (May 2021 - April 2022)

Skill present during my time as a Cashier:

- **Conflict Resolution:** Successfully managed challenging situations to guarantee customer satisfaction and uphold the reputation of the establishment.
- **Attention to Detail:** Maintained meticulous accuracy in transactions and inventory management, minimizing errors and discrepancies.
- **Time Management:** Prioritized tasks effectively to meet operational demands and ensure smooth workflow.
- **Customer Service Excellence:** Built and nurtured positive relationships with customers through attentive service and proactive problem resolution.
- **Multitasking:** Efficiently handled multiple responsibilities simultaneously, maintaining a high level of performance in a fast-paced environment.

PROJECTS

Souls-like Metroidvania —

A notable project I worked on was a 2D Metroidvania using C# and the Unity game engine.

During this project, I contributed to programming, art, and design. With a tight deadline of just

two weeks, I focused on crafting immersive gameplay experiences. This involved creating diverse enemy AI with unique behaviors, as well as designing seamless level progression mechanics. Overcoming challenges like maintaining continuity across scenes and optimizing asynchronous loading, I implemented intricate features to track player progress, including dynamic spawn points, interactive NPCs, and defeated boss encounters. Not only did I successfully deliver a polished game within the timeframe, but this project also reshaped my approach to coding and planning, instilling in me a deeper appreciation for meticulous organization and efficient development practices.

VR Shooter—

For this project, I delved into the realm of virtual reality, confronting a myriad of unique challenges distinct from my previous game development endeavors. One significant hurdle involved optimization, particularly within the constraints of developing for the standalone Oculus Quest headset. To address this, I implemented advanced strategies such as culling and object pooling to ensure optimal performance without sacrificing visual quality. Additionally, the integration of a gun customizer posed its own set of challenges, particularly in managing data through JSON file operations. Extensive research was crucial as the rapidly evolving VR landscape often rendered previously reliable functions obsolete, requiring innovative solutions. This project served as a valuable learning experience, allowing me to acquire new skills and deepen my understanding of VR development.