

# Mohamed Gadalla

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## Game Programmer

Adept Game Programmer with a wide set of skills, delivering over 20 multi-platform projects using C++, C#, and various game frameworks/libraries. Excelled in integrating various systems and tools to boost team productivity and throughput, showcasing strong problem-solving and time-management skills. Proficient in Unity and Godot, with a focus on achieving technical excellence and surpassing client expectations. I also do my own stunts. That one was just for you.

## SKILLS

C++, C#, Lua, Git,  
OpenGL, Vulkan, Unity,  
Godot

## WORK EXPERIENCE

### Freelance • 06/2022 - Present

#### Game Programmer

- Delivered many projects using C++ and C# with a wide variety of frameworks/libraries.
- Worked with and implemented various different systems like audio, physics, networking, and UI.
- Was able to deliver 10+ projects on multiple platforms including Windows, Linux, and even the Web.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.

## PROJECTS

### The Problem Solver • 07/2024 - 08/2024

A 3D western arcade shooter made with C++ and OpenGL

### Ymir • 04/2024 - 05/2024

A C++ project generator made specifically for Linux. It has both a CLI and a GUI application.

### Levelizer • 02/2024 - 03/2024

Levelizer is a simple data serialization language designed to serialize and deserialize game levels and scenes.

### WonderAudio • 11/2022 - 12/2022

A library for loading and playing audio clips made using C++ and PortAudio. It supports MP3, OGG, WAV, and Flac audio files.

### MSTR • 08/2023 - 08/2023

A string library made completely from scratch in C

