# Mohamed Gadalla

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## Game Programmer

I'm an adept Game Programmer with a variety of skills, delivering over 20 multi-platform projects using C++, C#, and various game frameworks/libraries. I excelled in integrating various systems and tools to boost team productivity and throughput, showcasing strong problem-solving and time-management skills. Additionally, I'm proficient in Unity, Godot, and various tools. My main focus is to achieve technical excellence and surpass client expectations. I am always ready to learn and expand my knowledge to greater heights.

### 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.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.

## PROJECTS

### Socrates • 09/2024 - 10/2024
A single-file game maths library with a focus on efficiency and ease of use made in C++

### 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.