

## Professional Summary

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Game Developer with a background in electronic engineering, I bring extensive experience in object-oriented programming and game engines to the table. Ability to learn quickly by using new tools and programming languages. Accomplished in elevating games with improved strategies.

## Work Experience

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### Altagram Group – Montreal, Quebec

#### Unity Game Developer Contractor

February 2024 – Present

- Led the rapid prototyping of an innovative game concept, showcasing advanced Unity and C# skills to solve complex design challenges and validate gameplay ideas quickly.
- Optimized codebase for improved performance, focusing on identifying and refactoring specific bottlenecks and enhancing overall efficiency.
- Developed a system for importing and parsing text data in Unity, enabling dynamic content updates. Leveraged "System.IO" and Unity's "TextAsset" resources to facilitate data integration.
- Documented prototyping techniques and optimization strategies, aiding future rapid development efforts.

#### Quality Assurance Tester Contractor

June 2023 – Present

- Executed game testing, identifying, and resolving bugs to enhance game quality.
- Collaborated with team on game localization, ensuring accurate translations and cultural relevance for global markets.
- Efficiently documented and tracked bugs using tracking systems, optimizing the QA process.

### Unity Game Developer Contractor

February 2023 – June 2023

#### TEKE Inc – Canada

- Spearheaded the development of the TEKE Bluetooth application within the Unity Editor, introducing color change functionality and playlist creation, enhancing user interaction.
- Developed UI features, such as color selection and effect saving, for improved user experience.
- Gained hands-on experience in implementing Bluetooth and Wi-Fi toggling functionalities using Unity networking, showcasing an understanding of behind-the-scenes processes.

### Unity Game Developer Contractor

November 2022 – October 2023

#### Visualhawk Solution Inc – Toronto, Ontario

- Developed game systems, individual gameplay features, and player progressions.
- Implemented features and integral game systems including Character, Camera, and Controls.
- Conducted debugging, profiling, and performance optimization initiatives, ensuring smooth, high-performance gameplay on VR platforms.
- Collaborated closely with the team to design and deploy UI elements on schedule.
- Advanced game data management through serialization techniques with Wireshark.
- Contributed as a key part of an agile development team, planning, and executing tasks to meet project milestones and deliverables.

**Site Engineer**  
**Riyadh Aletqan Co.** – Jeddah, Saudi Arabia

December 2019 – January 2021

- Planning & Control: Quantity Survey, Inspection Request.
- Electrical Submittals and Daily Reports handling.

**Youth Mentor**  
**Hayah Academy** – Cairo, Egypt

September 2015 – January 2018

- Character building and strategic planning for middle school students.
- Tours and journeys preparation in Egypt.
- Organized more than 10 recreational, cultural, and educational trips.
- Member of the Primary stage committee, which carries various responsibilities, including:
  - Tutoring a group of 10 juniors on many different topics.
  - Establishing the club's objectives and setting plans for every year.

## Education

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**Attestation of College Studies:** Video Games Programming January 2021 – January 2023  
**Institut Supérieur D'Informatique ISI** – Montreal, Quebec

**Coursework:** Game Engines, Object-Oriented Programming, Games Mathematics, Graphics Libraries, 2D/3D Tools, UI Programming, Web Programming, Artificial Intelligence

**Bachelor of Engineering:** Electronic and electrical engineering September 2013 – May 2019  
**Higher Technological Institute HTI** – Egypt

**Coursework:** Algorithms and Data Structure, Object-Oriented Programming, Operating Systems

## Certificates

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**Meta AR Developer Professional Certificate** April 2023 – present  
**Coursework:** Spark studio, Play Canvas WebGL, Unity, AR effects, AR games.

## Skills

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- Experience with Game Engines (**Unity and Unreal 5**)
- High Proficiency in programming languages (**C# and C++**)
- Experience With Web Programming (**HTML, CSS, JavaScript, SQL**)
- Experience with source control and project management tools (**Git, Github and Jira**)
- Experience with **Artificial Intelligence**: State, A\*, GOAP, Behavior Tree, Flocking, BFS, DFS, Splines
- Software engineering programs (**AutoCAD, ETAP, Dialux**)
- **UI/UX** design Experience in game engines.
- Experience deploying apps on (**WebGL and Spark Studio**)
- Experience with **Design Patterns**: Factory Pattern, Object Pools, Singletons, Strategy Pattern and Command Pattern
- Experience with **Architectures**: Top-Down, Component, Event and Coroutine based
- Experience working in **Agile** work environments
- Experience working with **UI** in unity and Unreal engine.
- **Troubleshooting** and problem-solving
- Strong **team, communicative, interpersonal** skills and **self-motivated**

## Projects

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### **Siege Master (Unity3D, C#, VR, Third person shooter, Tower defense) ([Github](#)) ([Video](#))**

3D game built with a team of 3 that we made in 2 weeks using Unity, C#, inbuilt and custom-made Unity tools. Featuring Dynamic UI, 3 types of enemies including ranged and melee, 1 Boss with unique abilities, Quest Manager with both main and side quests, Melee, ranged and blocking combat with player stamina system.

### **Get it & get out (Unity3D, C#, VR, Grappling hook) ([Github](#)) ([Video](#))**

3D Platformer game built with a team of 5 that we made in a week, it made in Unity with features like Melee Combat, Grapple Hook, Time slow, and 1 fully playable level.

### **Physics Mario (Unity2D, C#) ([Github](#)) ([Video](#))**

My first game using unity engine, the game is the simple Mario 2D game, I created my own tools to control physics of the game, Parallax effects for camera and multiple rounds.

### **AI restaurant Manager (Unity 3D, C#) ([Github](#)) ([Video](#))**

An AI tool could be used for other games, I used to create three robots' behavior trees, command communicating and agent "navmesh".

### **Tools (Unity Editor, C#, OCP) ([Object Placer tool](#)) ([Mono Cards Creator tool](#))**

My first tools for frond end developers for card games were to create cards with different designs and details, also to place objects with different shapes, colors and details in a minute.

### **Shoot it (Unreal engine 5, Blueprint, First person shooter) ([Video](#))**

My first game using Unreal engine which I used the blueprint to create simple first-person shooter game, the player has some targets to shoot, and he must shoot all of them before time runs out.