

HAMZA MOHAMAD

[Portfolio](#) [LinkedIn](#) [Github](#)

Canada

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SUMMARY

Game Developer with experience in Unity 2D, 3D & VR, object-oriented programming, optimization, debugging and writing clean code. Ability to learn quickly and use new programming languages, tools and applications.

EDUCATION

- **Video Game Programming Attestation of College Studies (2021 – Present)**
 - L'institut Supérieur d'Informatique, Montreal, Canada.
- **Electrical and Electronics Engineering Bachelor degree (2013 – 2019)**
 - Higher Technological Institute, Egypt.

TECHNICAL SKILLS

- **Languages:** C#, C++, Java, SQL, Python, HTML, CSS.
- **Architectures:** Top-Down, Component based, Event based, Coroutine based.
- **Design Patterns:** Factory Pattern, Object Pools, Manager, Singletons, State Machines, Strategy Pattern, Command Pattern.
- **AI:** State, A*, GOAP, Behavior Tree, Flocking, BFS, DFS.
- **Management:** Agile, Agile Scrum, TDD, XP, Jira, Git.
- **Engines:** Unity 2D, 3D, VR and Unity Editor, Unreal Engine 5.

Projects

Siege Master

[Github](#) [Video](#)

Unity 3D, C#, PC, VR, Third person shooter, Tower defense

The game was built by using Top-Down based, Strategy pattern to manage Factory pattern & object pool, Command pattern, Open Close Principle and States machine concept.

Get it & Get out

[Github](#) [Video](#)

Unity 3D, C#, VR, Grappling hook

The game was made with features like destructible buildings, flocking AI and particle system. Also built by using Top-Down based and singleton.

Physics Mario

[Github](#) [Video](#)

Unity 2D, C#, PC

The game was built by using math & physics manually, states concept, parallax, UI.

For more projects, please visit my [portfolio website](#).