

# HAMZA LABIB

[PORTFOLIO](#)[GITHUB](#)[LINKEDIN](#)

Canada

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## Professional Summary

Game Developer with experience in Game Engines, object-oriented programming, optimization and debugging. Ability to learn quickly by using new tools, applications, and programming languages. Accomplished in elevating games with new and improved strategies.

## Work Experience

Gameplay Developer Contractor, Altagram Inc Group - Canada

Feb 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 development.

Quality Assurance Tester Contractor, Altagram Inc Group - Canada

June 2023 – Feb 2024

- 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.

Gameplay Developer Contractor, Visualhawk Solution Inc - Canada

Nov 2022 – Nov 2023

- Developed game systems, individual gameplay features, and player progressions using Unity engine.
- 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.

Unity Developer Contractor, TEKE Inc - Canada

June 2022 – Nov 2022

- 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.

## Education

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Attestation of College Studies: Video Games Programming Jan 2021 – Jan 2023  
Higher Institute of Computer Science, ISI – Canada  
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 Sept 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.

## 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 and blocking combat.

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.

## Skills

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• Unity Engine	Proficient	• AI finding path	Proficient
• Unreal Engine 5	Intermediate	(A*, GOAP, Behavior Tree, Flocking, BFS, DFS & Splines)	
• C# & C++	Proficient		
• SQL, Python & Java	Intermediate	• Source control & project management tools: (Git, Github & Jira)	Intermediate
• Web Programming (HTML, CSS, JavaScript & REST APIs)	Intermediate	• Deploying apps (WebGL & Spark Studio)	Beginner
• UI/UX design in game engines	Intermediate	• Troubleshooting & problem-solving	Expert
• Software Architectures (Top-Down, Component, Event & Coroutine based)	Proficient	• OOP & SOLID principles	Expert
• Software Design Patterns (Factory Pattern, Object Pools, Singletons, Strategy Pattern & Command Pattern)	Proficient	• Unit Testing & Integrated Testing	Expert
		• Strong Team Player, Self-motivated, Communicative, & Interpersonal Skills.	Expert