

## SUMMARY

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

## EDUCATION

- **Video Game Programming Attestation of College Studies (2020 – 2022)**
  - 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, Blueprint.
- **Architectures:** Top-Down, Component based, Event based, Coroutine based.
- **Design Patterns:** Factory Pattern, Object Pools, Manager, Singletons, State Machines, Strategy Pattern, Command Pattern.
- **Artificial Intelligence:** Stat, 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, OpenGL.
- **Unity 2D, 3D, VR:** Editor scripting, Editor Variables/Menus, UI, Physics, Animation, Sound, Particle System, Render optimization, Nav Mesh, Tilemap, Materials, Lighting, Scriptable Objects.
- **Unreal Engine 5:** Blueprints, Material, CubeGrid, Lights, Lumen's global illuminations, Reflections, Fluid Simulations.
- **Collections:** Dictionaries, HashSet, ArrayLists, LinkedList, Queues, Stacks, Enumerable.
- **Concepts:** Reflection, Extension Methods, Property Groups, Attributes, Multi-threading, Partial Class code generation, Anonymous, Params, Caching, OCP Modular architecture, Decoupling.
- **Debug:** Breakpoints, Enforce defensive coding techniques, Unit Test.
- **Serialization:** XML, JSON, Binary, Text.
- **Communication & Interpersonal:** Teamwork, Active Listening, Self-Motivation, Hard Worker, Social intelligence, Leadership, Problem-solving capability, Mathematical skills, Organizational skills.

## EXPERIENCE

- **Site Engineer (2020 - 2021)**
  - Riyadh Al-Etqan Company, Saudi Arabia.
  - ✓ Planning & Control: Quantity Survey, Inspection Request, Electrical Submittals and Daily Reports handling.

## PRJOECTS

**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, manager and singleton.

**Physics Mario** ( [Github](#) ) ( [Video](#) )

Unity 2D, C#, PC

The game was built by using a simple math & physics engine, which built by me using stats concept, parallax and some equations.

**Mono Cards Creator Tool** ( [Mono Cards Creator video](#) )

Unity Editor, C#, Scriptable objects

Created several tools for other developers.

**Object Placer & Color Tool** ( [Object Placer video](#) )

Unity Editor, C#, Scriptable objects

Created several tools for other developers.

**AI Restaurant Manager** ( [Github](#) ) ( [Video](#) )

Unity 3D, C#

Created three robots using behavior trees for brain, command communicating for orders and agent navmesh for movement.

**Shooting Game** ( [Shooting Game video](#) )

Unreal Engine, Blueprint, First person shooter.

The game is about shooting some targets before time runs out.