Hamza Labib

[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

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Professional Summary

Dynamic Software Engineer with over 3 years of experience in game development, specializing in game engines, object-oriented programming, optimization, and debugging. Proven track record of quickly mastering new tools and programming languages to deliver high-quality software solutions. Adept at elevating game experiences through innovative strategies and performance enhancements.

Work Experience

Gameplay Developer
Altagram Inc Group - Canada
Feb 2024 – Present

- **Led** the rapid prototyping of an innovative game concept, leveraging advanced Unity and C# skills to solve complex design challenges and validate gameplay ideas swiftly.
- **Boosted** performance by 30% through codebase optimization, identifying and refactoring bottlenecks.
- **Engineered** a dynamic content update system, using "System.IO" and Unity's "TextAsset" resources to enable seamless data integration.
- **Authored** comprehensive documentation on prototyping techniques and optimization strategies, facilitating future development.

Automation Engineer
Altagram Inc Group - Canada
June 2023 – June 2024

- **Performed** rigorous automated testing, identifying and resolving bugs to enhance game quality.
- **Collaborated** with the localization team to ensure accurate translations and cultural relevance for 5 global markets, integrating automation tools to streamline the process.
- **Streamlined** the QA process by efficiently documenting and tracking bugs using industry-standard tracking systems, implementing automation frameworks to improve testing efficiency and accuracy.

Software Engineer
Visualhawk Solution Inc - Canada
Nov 2022 – Nov 2023

- **Developed** complex game systems and individual gameplay features using Unity, contributing to a 20% increase in user engagement.
- **Implemented** key game systems including Character movement, Camera, and Controls, ensuring a smooth player experience.
- **Optimized** VR platform performance by 25% through debugging, profiling, and performance tuning.
- **Designed** and deployed UI elements on schedule, collaborating closely with the team to meet project deadlines.
- **Enhanced** game data management through advanced serialization techniques with Wireshark.
- **Participated** in an agile development team, planning and executing tasks to meet project milestones.

Mobile Application Developer
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 by 40%.
- **Developed** intuitive Canvas UI features, such as color selection and effect saving, significantly improving user experience.
- **Implemented** Bluetooth and Wi-Fi toggling functionalities, showcasing a deep understanding of Unity networking processes.

Key Skills

- **Programming Languages:** C#, C++, Python, SQL, Java
- **Game Engines:** Unity (Proficient), Unreal Engine 5 (Intermediate)
- **Web Development:** HTML, CSS, JavaScript, REST APIs
- **Software Architectures:** Top-Down, Event-Based
- **Software Design Patterns:** Factory Pattern, Strategy Pattern
- **Tools:** Git, GitHub, Jira, Wireshark
- **Development Practices:** OOP, SOLID principles, Unit Testing, Integrated Testing
- **Data Management:** Data Integration, Parsing, Serialization Techniques
- **Machine Learning:** TensorFlow, AI and Machine Learning (Google Cloud Certified)
- **UI/UX Design:** Game Engines, Front-End Tools, Tilemap, Unity Editor, Canvas, Shaders
- **AI Technologies:** NavMeshes, Pathfinding Algorithms, AI Systems.
- **Networking:** Bluetooth, Wi-Fi
- **Deployment:** WebGL, VertexAI, Spark Studio, Visual Studio, Perforce
- **Soft Skills:** Problem-Solving, Team Collaboration, Communication, Self-Motivation, Flexibility to adapt to changes in plans, thrives in a flexible and creative work environment, Result oriented

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Certifications

- **Machine Learning Engineer Professional Certificate, Google Cloud**
    - TensorFlow on Google Cloud
    - Launching into Machine Learning
    - Introduction to AI and Machine Learning
- **Meta AR Developer Professional Certificate, Meta**
    - AR Foundation in Unity
    - AR in Marketing using Meta Spark
    - Foundations of AR

Education

Attestation of College Studies: Video Games Programming
Higher Institute of Computer Science, ISI
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
Higher Technological Institute, HTI
Coursework: Algorithms and Data Structure, Object-Oriented Programming, Operating Systems