

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. Hands on experience in compilers and virtual machines. Adept at elevating game experiences through innovative strategies and performance enhancements.

Work Experience

Game Developer

Altagram Inc Group - Canada

June 2023 – Jan 2025

- **Led** the rapid prototyping of innovative game concepts, leveraging advanced Unity and C# skills to solve complex design challenges and validate gameplay ideas swiftly.
- **Boosted** performance by 20% 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.
- **Gained** hands-on experience in building and maintaining game systems that align with programming language concepts.
- **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.

Letter Carrier

Canada Post - Canada

Aug 2023 – March 2024

- **Delivered** mail and parcels along my assigned routes, ensuring that everything arrived on time and in great condition.
- **Adhered** to Canada Post’s standards and policies, which helped me provide reliable service to the community.
- **Engaged** with customers, answering their questions and resolving issues with a friendly and professional approach.
- **Managed** my delivery schedules and kept accurate records, which made my routes more efficient and organized.

.NET Developer

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, collaborated with the team, and used CI/CD pipelines via Bamboo to streamline workflows and improve deployment efficiency.
- **Enhanced** game data management through advanced serialization techniques with Wireshark.
- **Participated** in an agile development team, planning and executing tasks to meet project milestones and applying troubleshooting skills to resolve critical issues.

Site Engineer

Riyadh Al-Etqan Co. - Saudi Arabia

Dec 2019 – Jan 2021

- **Handled** quantity surveys and prepared inspection requests, consistently aiming to meet high-quality standards and specifications in our projects.
- **Oversaw** electrical submittals and daily reports, ensuring effective communication among team members, consultants, and stakeholders to align project objectives.
- **Reviewed** and interpreted engineering drawings and specifications, providing valuable insights for project execution and compliance with design intent.
- **Collaborated** closely with project teams to optimize resource use, enhance project scheduling, and improve delivery timelines, making the most of our collective efforts.
- **Coordinated** with consultants to review designs and specifications, providing feedback to ensure compliance with engineering standards and client requirements.
- **Engaged** with stakeholders during project meetings, facilitating discussions to address concerns and align expectations throughout the project lifecycle.

Youth Mentor

Hayah Academy - Egypt

Sept 2015 – Jan 2018

- **Developed** character-building programs for middle school students, helping them grow personally and academically.
- **Organized** fun educational trips that enhanced cultural awareness and fostered teamwork among the students.
- **Contributed** to the Primary Stage Committee, helping to shape the goals and activities that benefited student development.
- **Tutored** a group of 10 juniors in various subjects, customizing my approach to meet their individual learning styles and needs.

Key Skills

- **Programming Languages:** C#, C++, SQL
- **Game Engines:** Unity (Proficient), Unreal Engine 5 (Intermediate)
- **Web Development:** HTML, CSS, JavaScript, REST APIs, React, NodeJS
- **Software Architectures:** Top-Down, Event-Based
- **Software Design Patterns:** Factory Pattern, Strategy Pattern
- **Tools:** Git, GitHub, Jira, Wireshark, Docker
- **Development Practices:** OOP, SOLID principles, Unit Testing, Integrated Testing
- **Data Management:** Data Integration, Parsing, Serialization Techniques, MongoDB

- **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.
 - **Deployment:** WebGL, Vertex AI, Spark Studio, Visual Studio
 - **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**
 - **Meta AR Developer Professional Certificate, Meta**
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Education

Fellowship, Software Development

McGill University & Circuit Stream

Coursework: HTML/CSS, JavaScript, Front-End Development (React), Back-End Development (Node.js, Express, MongoDB), Full-Stack Integration, Algorithms & Data Structures, Deployment (Docker, CI/CD), Mobile Development (React Native), AI-Enhanced Software Development

Postgraduate Diploma: 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