

AHMED BENDARY

SENIOR GAME DEVELOPER

PERSONAL PROFILE

A passionate game developer who has experience over 6 years in programming including 5 years in game development. Willing to deploy my passion, skills in designing, developing outstanding and awesome looking games and experiences.

WORK EXPERIENCE

Sr.Game Developer - Full Time

Funrock | May 2021 - present

- Working on MMA Manager 2: Ultimate Fight (Android) [Link](#)
 - Gameplay Features (Talents, discipline, TVT, etc)
 - UI Tool (Sprite name replacer and Atlas sprites usages)
 - Integrating with BE OP and Show Data

Sr.Game Developer - Part Time

Gamista | July 2019 - Apr 2022

- Making Game for partners and clients (UI, Gameplay, Network, build code architecture, and Tools)
 - Sticker Game (Android) [Link](#)
 - Book fair (WebGL) [Link](#)

Sr.Game Developer - Full Time

Besteam | Dec 2019 - May 2021

- Making block programming game (UI, Tools, and Gameplay systems) (WebGL) [Link](#)

Game Developer - Full Time

ABC | Dec 2018 - Mar 2019

- Making shopping mall e-commerce (Network and Interacting) (Desktop)

Game Developer - Full Time

Media gates | June 2018 - Sep 2018

- Making 2D/3D Games for (Android)

EDUCATIONAL HISTORY

Information Technology Institute (ITI).

Student | Mar 2019 - July 2019

- Studied Game Programming and serious game
 - Graduation Project: Ares Game (Android) [Link](#)

BSC. Computer Science - Zagazig University.

Student | Sep 2013 - July 2017

- Grade: Good ! Graduation Project: Excellent



CONTACT ME AT

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- 🌐 <https://github.com/KLQUnfinity>
- 💻 [Portfolio](#)

SKILLS SUMMARY

- C/C++/C#/Java(EE)
- Android Development
- Unity game development
- Augmented Reality(Vuforia)
- Firebase/SQL/MySQL

PROJECTS

- 📖 Sticker Game: [Link](#)
- 📖 BookFair Project: [Link](#)
- 📖 Robot Game: [Link](#)
- 📖 Ares Game: [Link](#)
- 📖 FireWall Game: [Link](#)
- 📖 Puzzle Key Management Game: [Link](#)
- 📖 RubCube Game: [Link](#)
- 📖 AR Lego Game
- 📖 Memory Game