Karim Abdel Hamid

(+20) 12 2279 7999   karimah@aucegypt.edu   karimio.github.io

Work Experience

Game Development Team Leader (Sep 2021 – Present)
Nahdet Misr AI

- Developed the fourth-highest ranking educational app in Egypt: a game using the Unity game engine.
- Led a team of four members, teaching them valuable skills, such as Unity's UI Toolkit and the new Input System, and modern programming practices.
- Introduced TDD and proper project management guidelines using Jira for the entire company.
- Proposed four game projects: two currently accepted, and two under consideration.
- Consulted with clients, gathered requirements, and facilitated communication between all teams.

Game Programmer (Sep 2020 – Sep 2021)
Mirqah Media Lab

- Developed a business-to-business management education game
- Programmed the main application using React, and the backend using Rails hosted on AWS.
- Used TDD to ensure 100% test coverage for new modules.
- Maintained outdated code, and improved style guides.

Senior Front-End Developer *(Jun 2018 – Oct 2018)*
Trukto

- Developed User Interface Designs for Web and Apps.
- Managed the front-end development team.
- Integrated with Amazon AWS serverless REST-based Architecture.
- Programmed and designed React-based web Interface for client and dashboard.

Education

The American University in Cairo *(Feb 2015 – May 2020)*
International School of Choueifat - Cairo *(Sep 2010 – Jun 2014)*

Personal Project Experience

Unannounced Indi Game *(Spring 2021 – Present)*
Programmer / Designer
First Person Horror game inspired by Resident Evil, developed in the Unity Engine.

- Designed game mechanics, user interface, and lore.
- Programmed visual effects, inventory system, save system, and more.

Game Engine Developer *(May 2014 – Present)*
The Grindstone Engine
Sole programmer and designer of my custom game engine, in development.

- Cross-Platform (Linux + PC)
- Cross-API (OpenGL, Vulkan)
- Modern graphics techniques including PBR, image-based lighting, and post-processing.
- GUI-based editor tools and asset pipelines

Oak.js *(Nov 2016 - Present)*
A RISCV32i IDE, simulator, and assembler. https://skyus.github.io/Oak.js/

- Designed and programmed both the front and backend with a colleague.

Hypernova (December 2009 - November 2014)
Developed a video game total conversion that was cancelled due to wanting to work on better projects.
- Created dozens of 3d models for weapons and characters.
- Coded artificial intelligence, gameplay mechanics, and special effects.

Activities

Game Development and Front-End Workshop Instructor *(Fall 2015 – Spring 2021)*
American University in Cairo
- Game development course requested six times by Computer Science Association and the chair of the department.
- Designed the curriculum and presentations, and taught class of 10-40 students.
- Game Development includes Graphics, Programming, Level Design, Modeling, Texturing, and Game Design once with Unreal and several times with Unity.
- Web Development includes HTML, CSS, JS.