

Cairo, Egypt

# Muhammed Nasser

Game Developer

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## Experience

<b>Game Developer</b>	<b>Prime Press</b>	<b>May 2023 - Present</b>
<ul style="list-style-type: none"><li>• Optimized workflow processes, reducing time and resource requirements for Education E-kit.</li><li>• Developed tools to streamline development and publishing processes.</li><li>• Monitored application performance to ensure smooth operations.</li><li>• Designed an adaptable question system and extendable data context system for the Education E-kit.</li></ul>		
<b>Game Developer</b>	<b>AD Group Technology</b>	<b>Feb 2022 - May 2023</b>
<ul style="list-style-type: none"><li>• Created educational virtual reality projects, improving student comprehension.</li><li>• Developed a classroom simulation enabling educators to manage virtual classes, tests, and students</li><li>• Collaborated on interactive educational games.</li><li>• Conducted rigorous debugging and testing for game functionality.</li></ul>		
<b>Game Developer</b>	<b>Maysalward</b>	<b>Sept 2021 - Dec 2022</b>
<ul style="list-style-type: none"><li>• Crafted hyper-casual mobile games with innovative mechanics and optimal performance.</li><li>• Collaborated with cross-functional teams for seamless asset integration and polished products.</li></ul>		

## Education

<b>Game Development Track</b>	<b>Information Technology Institute ITI</b>	<b>2020 - 2021</b>
<ul style="list-style-type: none"><li>• Completed a 9-month professional diploma program in game development.</li><li>• Gained expertise in game design, mechanics, and programming.</li><li>• Worked on real-world game development projects, honing teamwork and project management skills.</li></ul>		
<b>Faculty of Computers and Information</b>	<b>Menoufia University</b>	<b>2016 - 2020</b>
<ul style="list-style-type: none"><li>• Graduated with a Bachelor's degree in Computer Science.</li><li>• Developed an FPS puzzle game as a graduation project.</li></ul>		

## Projects

- [Shuffleboard Game](#): Dynamic multiplayer game development with Unity, Photon, and PlayFab.
- [Stroop Color Game](#): an engaging endless runner with cognitive challenges.
- [Information Runner Game](#): an endless runner with a progressive question-based gameplay structure.
- [Super Business Woman](#): Developed a clone of "Money Honey!" by Rollic.
- [Hide and Find The Octopuses](#): Created a strategic discovery game.
- [Water Cup Challenge](#): Designed a competitive game challenging players to prevent water spillage.
- [Just Hide](#): An evasion game.
- [Color Switch](#): Endless gaming experience inspired by Color Switch.
- [The Rising Bard](#): Developed a progressively challenging 2D platformer.
- [Face Your Fear](#): A game empowering players to confront and conquer fears.

## Technologies

- C#, C++, Unity Engine, Photon, PlayFab, Git.

## Languages

- Arabic, English