

Cairo, Egypt
mu-n.github.io/Portfolio
github.com/MU-N

Muhammed Nasser
Game Developer

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Experience

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

Education

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

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