

# Mark Zaki malak

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## Summary

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I am a passionate software engineer with a focus on game development using Unity. With a strong background in software engineering and programming, I create engaging, high-performing, and sustainable games. I am eager to learn new technologies and techniques to enhance my skillset and deliver exceptional results.

## Experience

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### Space X Gravity

"My first playable game began as a project for my learning, and it evolved into an entertaining 2D platformer shooter. I am proud of how it turned out and the skills I gained in the process." You can find it in my Itch.io

### Slender's Playground

"As a personal challenge to myself, I developed a horror game based on Slender Man within a tight timeline of just seven days. Despite the constraints, I successfully released the game and received positive feedback, including several gameplay videos on YouTube. This project helped me to hone my coding skills and allowed me to apply my creativity to a new genre"

### Project Wheel Master

I am currently Working on the development of an exciting car game project called "Wheel Master." This game is designed to provide a fun and addictive way to drive and drift through challenging tracks, with excellent physics and performance.

you can find some Videos of its Development Updates on YouTube.

## Skills

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C#, Unity, Git, SOLID principles, Flutter&Dart, Clean Code, Design Patterns, OOP

## Education

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Mansoura University  
computer science | 08/2026

## Languages

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English, Arabic

## Volunteer experience

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- Hr at BioCode Team Fcis Mansourah university
- Logistics Member at Mega Team Fcis Mansourah University