

# Ahmed Fouad | Game Designer

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## WORK EXPERIENCE

### ❖ GAME DESIGNER & SOUND DESIGNER

Remote

#### Psychoravens | Team Size 10 | NDA Project

Oct 2024 - Feb 2026

- Designed early combat and gameplay systems for an unreleased project
- Performed in-depth analysis of comparable games
- Produced structured design documentation based on research findings, outlining problems, goals, constraints, and proposed solutions
- Worked cross-disciplinarily with programmers and artists to align system behavior with animation, VFX, and audio feedback
- Created and implemented dynamic Sound Effects using FMOD & DAWs

### ❖ UNREAL ENGINE SPECIALIST (INTERN)

6th Of October, Giza, Egypt

#### iCon Studio | Team Size 10-15

Mar 2022 - Jul 2022

- Assisted in environment assembly and scene building within Unreal Engine 5.
- Set up lighting, camera movement, and in-engine sequencing for virtual production videos.
- Created and adjusted materials, textures, and shaders for real-time rendering.
- Implemented visual effects using Niagara.
- Rendered cinematic sequences for final delivery.
- Designed and integrated sound effects for completed video productions.

### ❖ GAME DESIGNER

| SELF-EMPLOYED |

2022 - Present

### ❖ SOUND DESIGNER & MUSIC COMPOSER

| FREELANCE |

2021 - Present

## PROJECTS

### ❖ BLADES OF BABEL

2024

#### Game Designer & Team Lead

30 Days | Team Size: 3

- Assisted in environment assembly and scene building within Unreal Engine 5.
- Set up lighting, camera movement, Niagara VFX and in-engine sequencing for virtual production videos.
- Created materials, textures, and shaders for real-time rendering in UE5 using Substance Painter.
- Rendered cinematic sequences for final delivery.
- Designed and integrated sound effects for completed video productions.

### ❖ FOR THE UNMASKED

2026

#### Game Designer & Team Lead

48 Hours | Team Size: 6

- Designed a combat that was fast paced and rewarded player skill. The design was made to be shared between both player and enemies
- Designed, Implemented & Dressed up the level to reinforce player choice and options
- Coordinated closely with programmers and animators to deliver the project within the 48 hour time frame
- Documented and built the combat design of the project to maximize player immersion

### ❖ SCOOL

2023

#### Game Designer & Sound Designer & Music Composer

10 Days | Team Size: 3

### ❖ LUNA

2023

#### Game Designer & Music Composer

10 Days | Team Size: 3

## SKILLS

Unreal Engine 5 • Combat Design • Level Design • Game Design Document • Technical Writing • FMOD Studio

## TRAINING

GIGS Mentorship Program (Combat Design) & Gaming Academy 2024 & Gaming Academy 2023