

Ahmed Fouad | Game Designer

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www.linkedin.com/in/ahmedfouaddesign • My Portfolio Website

WORK EXPERIENCE

❖ GAME DESIGNER & SOUND DESIGNER	Remote
Psychoravens Team Size 10 NDA Project	Oct 2024 - Feb 2026
<ul style="list-style-type: none">Designed early combat and gameplay systems for an unreleased projectPerformed in-depth analysis of comparable gamesProduced structured design documentation based on research findings, outlining problems, goals, constraints, and proposed solutionsWorked cross-disciplinarily with programmers and artists to align system behavior with animation, VFX, and audio feedbackCreated 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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Designed a combat that was fast paced and rewarded player skill. The design was made to be shared between both player and enemiesDesigned, Implemented & Dressed up the level to reinforce player choice and optionsCoordinated closely with programmers and animators to deliver the project within the 48 hour time frameDocumented 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
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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