

# 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
<ul style="list-style-type: none"><li>Designed early combat and gameplay systems for an unreleased project</li><li>Performed in-depth analysis of comparable games</li><li>Produced structured design documentation based on research findings, outlining problems, goals, constraints, and proposed solutions</li><li>Worked cross-disciplinarily with programmers and artists to align system behavior with animation, VFX, and audio feedback</li><li>Created and implemented dynamic Sound Effects using FMOD &amp; DAWs</li></ul>	
❖ 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"><li>Assisted in environment assembly and scene building within Unreal Engine 5.</li><li>Set up lighting, camera movement, and in-engine sequencing for virtual production videos.</li><li>Created and adjusted materials, textures, and shaders for real-time rendering.</li><li>Implemented visual effects using Niagara.</li><li>Rendered cinematic sequences for final delivery.</li><li>Designed and integrated sound effects for completed video productions.</li></ul>	
❖ 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"><li>Assisted in environment assembly and scene building within Unreal Engine 5.</li><li>Set up lighting, camera movement, Niagara VFX and in-engine sequencing for virtual production videos.</li><li>Created materials, textures, and shaders for real-time rendering in UE5 using Substance Painter.</li><li>Rendered cinematic sequences for final delivery.</li><li>Designed and integrated sound effects for completed video productions.</li></ul>	
❖ FOR THE UNMASKED	2026
Game Designer & Team Lead	48 Hours   Team Size: 6
<ul style="list-style-type: none"><li>Designed a combat that was fast paced and rewarded player skill. The design was made to be shared between both player and enemies</li><li>Designed, Implemented &amp; Dressed up the level to reinforce player choice and options</li><li>Coordinated closely with programmers and animators to deliver the project within the 48 hour time frame</li><li>Documented and built the combat design of the project to maximize player immersion</li></ul>	

❖ SCOOOL	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