

MOHAMED ALAA

GAME DEVELOPER

CONTACT

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PORTFOLIO

Portfolio: mohamedalaa95.weebly.com

EDUCATION

Bachelor of software engineering
University of Ain Shams | 2014 - 2018

PROFILE

Experienced and passionate Game Developer with over 5 years of hands-on experience designing, building, and launching 2D, 3D, AR, and VR games using Unity. Proven track record in delivering polished, high-performance games across platforms, including mobile, Oculus, and educational spaces. Successfully contributed to multiple high-impact titles, including:

- Kortifo, a multiplayer card game with over 200,000+ downloads
- Rehlatie, an educational mobile game with 150,000+ downloads
- Experience Makkah, a VR app simulating the Hajj journey with 250,000+ downloads

Skilled in architecting complex gameplay systems, optimizing performance and memory usage, integrating live backend services like Unity Cloud Code, Firebase, and Unity Netcode, and managing end-to-end development lifecycles — often as the sole developer or key senior contributor. Eager to contribute to innovative projects that combine technology, creativity, and impact — and to continue pushing the boundaries of interactive experiences.

ACTIVITIES

- [Joined as game development mentor in traverse summit event 2024 the biggest high schoolers summit in mena region](#)
- [Unity developer instructor in Coursera](#)
- [Unity Asset Store Publisher – creating and publishing reusable tools and game development assets for the Unity developer community.](#)

WORK EXPERIENCE

Lead Unity Engineer

May 2025 - Present

Genesis Creations

- Led a team of 4 mid-level and senior Unity developers, ensuring high-quality deliverables and continuous team growth.
- Collaborated with product owners to define sprint goals, break down features into tasks, and plan agile sprints effectively.
- Provided technical mentorship to junior developers across multiple teams, supporting their growth and maintaining code standards.
- Improved company-wide development workflow by introducing modern technologies, tools, and strategic process optimizations.
- Designed scalable development architectures for new projects and refactored legacy codebases to improve maintainability and performance.

Senior Game Developer

APRIL 2024 - May 2025

Nahdet Misr

- Contributed to the development of **Rehlatie** an educational **2D mobile game using Unity**, working closely with other developers and testers to ensure feature completeness and code quality.
- Designed and implemented a **performance optimization strategy** that reduced app size and improved runtime efficiency by using **Unity Addressables** and refactoring complex systems.
- Integrated **Firebase** services including **Cloud Functions**, **Remote Config**, **Crashlytics**, and **Analytics** to enable real-time configuration and improve stability.
- Managed **builds and deployment processes** for both **App Store** and **Google Play**, ensuring compliance with store guidelines and maintaining release stability.
- Provided **technical support** and conducted **code reviews** for junior team members to uphold code quality and promote best development practices.
- Rehlatie achieved over 150,000 downloads across both stores**, highlighting the success of its design, performance, and user engagement.

Senior Game Developer

OCT 2022 - APRIL 2024

UMAMI Games

- Worked on **Kortifo**, a multiplayer 2D card game, contributing to both core gameplay mechanics and backend integration using **Unity**.
- Designed and architected the **Daily and Weekly Objectives System**, integrating with Unity Cloud Code to enable dynamic and remotely configurable mission logic.
- Built a fully featured **Shop System** supporting virtual currency and real-money **In-App Purchases (IAP)**, leveraging **Unity IAP** and **Remote Config** for scalable offer management.
- Developed a **Card Effect Queue System** to determine execution order for complex in-game interactions, ensuring consistent and fair gameplay logic.
- Implemented **Unity Netcode for GameObjects** to support real-time multiplayer gameplay, handling synchronization and networked card actions.
- Integrated **Unity services** including **Cloud Save**, **Remote Config**, **Cloud Code**, and **IAP**, enabling robust backend connectivity and remote feature tuning.
- Collaborated directly with the art team to translate **Figma** designs into polished in-game UI with high visual fidelity and user-centric UX.
- Supported the deployment and maintenance of builds on **App Store** and **Google Play**, contributing to submission workflows and QA validation.
- **Kortifo achieved over 200,000 downloads across both stores**, reflecting the game's polished execution and strong market engagement.

. NET DEVELOPER

MAR 2022 - JULY 2022

EDGE PRO

- Contributed to the backend development of several **government web platforms** using **ASP.NET** and **C#**, with a focus on API development and system integration.
- Designed and implemented **RESTful APIs** to support secure data exchange between services and external systems.
- Worked with **MySQL** and **PostgreSQL** databases to handle data modeling, query optimization, and stored procedures.
- Collaborated with front-end developers and system administrators to ensure smooth deployment and functionality across all modules.
- Assisted in debugging and maintaining legacy code, improving stability and system responsiveness.

Junior Game Developer

JAN 2022 - MAR 2022

AVATARIS

- Worked remotely on a mobile game project, primarily focusing on **UI development** and integration using **Unity**.
- Translated designs from **Figma** into interactive and responsive in-game interfaces, ensuring alignment with gameplay flow.
- Collaborated with graphic designers to optimize asset import workflows and improve rendering quality across devices.
- Maintained clean and scalable UI architecture to support future feature expansions and localization.

Junior Game Developer

OCT 2019 - DEC 2021

Vhorus

- Served as the **sole Unity developer** in a 3-person team alongside one artist and one graphic designer.
- Developed multiple **Augmented Reality (AR)** applications primarily for **advertising and interactive brand activations**, using Vuforia and AR Foundation with Unity.
- Designed and built a **2D Tangram Puzzle Game**, focusing on intuitive user interaction and mobile performance.
- Led the full development of **Experience Makkah**, a **cross-platform VR simulation** of the Hajj journey. using **Google Cardboard SDK**. The app launched on both **Android** and **iOS**, and surpassed **250,000 downloads** on the Google Play Store.
- Implemented scene management, interactive camera systems, and spatial audio to deliver a deeply immersive mobile VR experience.
- Optimized build size, memory usage, and rendering pipeline for smooth operation on mid-tier mobile devices.

Junior Game Programmer

FEB 2019 - OCT 2019

CLOUD SOFT

- Acted as the **sole Unity developer**, responsible for end-to-end development of **2D educational mobile games** incorporating **Augmented Reality (AR)** features.
- Designed and implemented interactive learning experiences tailored for students, blending AR content with traditional gameplay mechanics.
- Utilized **Unity** and AR toolkits to develop engaging educational content optimized for Android devices.
- Managed asset integration, gameplay logic, UI/UX flow, and performance tuning to ensure accessibility and stability across a range of mobile devices.
- Delivered projects independently, aligning with educational objectives and meeting production timelines with minimal supervision.

CORE SKILLS

- **Game Engines:** Unity (2D, 3D)
- **Multiplayer:** Netcode, Photon PUN, Photon Fusion
- **AR/VR:** Vuforia, AR Foundation
- **Backend / Live Ops:** Firebase (Crashlytics, Remote Config, Cloud Code), Unity Cloud Save, IAP
- **Languages:** C#, ASP.NET
- **Tools:** Figma, Git, Postman, MySQL, PostgreSQL, Jira, Trello
- **Platforms:** Android, iOS, Oculus