

Mostafa Mohamed Sayed Mohamed



Contact

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in Mostafa Shedeed

Skills

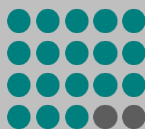
Programming

C#

C++

HTML/CSS

JAVASCRIPT



Software & Tools

Microsoft Visual studio

Unity

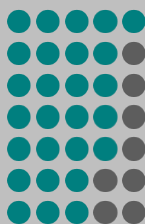
Adobe Illustrator

Adobe In-Design

Microsoft Office

Adobe Photoshop

Blender



Languages

Arabic

English

French



Personal skills

Communication

Problem solving

Multitasking

Self-learning



Education

School

Narmer Language School

University

MSA University

- Computer science (B.S.C)
- Graduation year 2021
- Greenwich University Certificate

Internship

Game developer internship at O-projects.

Experience

O-projects

Full-time Unity developer at O-projects.

Indecks

Part-time Team Lead game developer and game designer.

ChallengeX

Full-time Unity developer at ChallengeX.

Upwork

<https://www.upwork.com/freelancers/~017415921134fbbcad>

Freelancer

<https://www.freelancer.com/u/mostafashedeed>

Graduation project

Intelligent 3D map builder

The project was developed to help the game developers to create infinite numbers of random maps which eliminate the repetition of the same maps in the games.

The user can change 3 parameters to determine the size of the map, the number of layers and the possible paths.

Also, I added a backtracking algorithm to detect the possible paths in the map with camera navigation.