

Mostafa Mohamed Sayed Mohamed



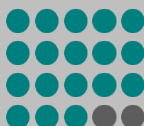
Contact

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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

ChallengeX

Full-time Unity developer at ChallengeX.

Indecks

Part-time Team Lead game developer and game designer.

O-projects

Full-time Unity developer at O-projects.

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.