

Ahmed Ibrahim Abutahoun

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Skills

Game engines: Godot Engine (3.5, 4), Unity

Programming Languages: C#, GDScript, Python

Tools: Git, Aseprite

Disciplines: Gameplay mechanic implementation, level design

Projects

Bushidash - Arcade-styled Dashing Game

2025

[Play it](#) | [Source code](#)

Tools and Languages: Godot 4.3, GDScript, Git

- Implemented and designed mechanics around dashing being the player's way of movement and attacking.
- Developed gameplay, visuals and audio in the span of four days as a solo project.

Fury and Frosting - Auto-runner Platformer

2024

[Play it](#) | [Source code](#)

Tools and Languages: Godot 4.2, C#, Git

- Developed during **Gaming Academy 4.0** as a part of the final showcase.
- Coded core mechanics and player logic using a Finite State Machine pattern.
- Handled level design with focus on game mechanic introduction.
- Composed an SNES-inspired soundtrack using Ableton and appropriate soundfonts.

Geoshootria - Horizontal Shoot 'em Up

2024

[Play it](#) | [Source code](#)

Tools and Languages: Godot 3.5, GDScript, Git

- Developed enemy patterns, flexible spawning systems and scoring mechanics using GDScript.
- Designed visuals and structured levels inspired by retro shmups.
- Composed NES-style music using Famicom tracker.

Conway's Game of Life - Godot Implementation

2024

[Play it](#) | [Source code](#)

Tools and Languages: Godot 3.5, GDScript, Git

- Implemented Conway's algorithm and used basic post-processing effects.

NinjaCube: Finding Hatsune - Retro-Inspired Action Platformer

2018

[Play it](#)

Tools and Languages: GameMaker Studio 1.4, GML

- Solo-developed a platformer with inspiration from retro classics.
- Designed UI, gameplay systems and levels in GM:Studio.
- Collaborated with a musician to work on the soundtrack for the game.
- Showcased at **Run Double Jump 2018, Insomnia Gaming Festival 2018**; received player feedback and implemented tweaks.

Experience

Genesis Creations SAE

Jul 2025-Present

Unity Developer Bootcamp

Education

Helwan University

2021-2025

Faculty of Computers and Artificial Intelligence, Software Engineering Program

Certifications

Gaming Academy 4.0 - SAIL for Change, AUB

Java Programming - Information Technology Institute (ITI)