



OMAR ELSAYED

GAME DEVELOPER / DESIGNER



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Cairo, Egypt

SUMMARY

A Game Designer/Developer who has been a gamer since day one and is now looking forward to create and share the worlds that lies in his imagination. Eager to learn, more importantly eager to share knowledge and looking for opportunities that include new challenges, great team and Free drinks!

EDUCATION

Bachelor Project/Thesis

Technical University Of Munich, Germany
March 2019 - September 2019

Bachelor Degree of Computer Science

German University in Cairo, Egypt
2015 - 2020

SKILLS

UNITY

C#

JAVA

JAVASCRIPT

AGILE MANAGEMENT

GIT

ADOBE PHOTOSHOP

ADOBE PREMIERE

AUDACITY

PORTFOLIO

<https://www.omar-elsayed.com>

EXPERIENCE

Game Developer / Designer | Part-time

ALMARSA STUDIOS | Remotely - UAE | SEP 2020 - Present

Working on an RTS Game and leading a team of 4 (Confedntial)

Research Assistant | Part-time

Technical University of Munich | Germany | MAY 2019 - AUG 2019

- Running AR experiments using Android Studio, Python and ARCore
- Testing the new Oculus Quest and running some experiments on it

Game / Unity Developer | Part-time

Triada Studios | Cairo | OCT 2018 - MAR 2019

- Working on many AR applications and mini games
- Connecting Unity to external APIs

Unity Developer | Intern

Octagon Studios | Bandung, Indonesia | JUN 2018 - AUG 2018

- Worked on the Assemblr Project which is a mobile app for creating and building 3D models then placing these creations in the real world using Augmented reality.
- Added some features in the App.
- Learned the basics of using some AR Technologies such as Gyroscope, Vuforia and ARCore

PERSONAL PROJECTS / FREELANCE

Bachelor Project / Thesis

Technical University of Munich | Germany | 5 Months

- A VR Serious game to learn about ancient civilizations
- Created new ways of interactions inside a VR environment
- Delivering a serious game that includes immersive game elements and make sure it is fun

Unity / VR Developer

PharmaVGate | Remotely - UAE | 1 Month

- Porting a VR app from Google Carboard to Oculus Quest
- Connecting the to a RESTful API
- Adding new features and assets to the app

Unity / VR Developer

HomeXR | Remotely - Cairo | 1 Month

- Creating a VR app to showcase real states units
- Connecting the app to an admin system with an external API

Game Developer / Designer

Global GameJam | Cairo | 2 Days

- Leded a team of 4 to create NEO a Top Down 3D shooter
- <https://omarelsayed997.itch.io/neo>

Game Designer

Brackeys GameJam | Remotely | 7 Days

- Leded a team of 6 to create ANKH a Top Down 3D puzzle game
- <https://omarelsayed997.itch.io/ankh>