

OMAR ELSAYED

GAME DESIGNER

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Cairo, Egypt

PROFILE

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, cool team and Free drinks!

EXPERIENCE

Yajulu Studio - Cairo, Egypt

- **Game Designer/Director | Apr 2021 - Mar 2023**
 - Released one title on mobile stores, one minigame for events and have some projects in progress.
 - Researched market and transforming industry trends into ideas that fit our games
 - Communicated the games experience & vision within the team continuously.
 - Lead the entire product life cycle from concepting and prototypes all the way to driving results and releasing to stores.
 - Came up with new ideas & mechanics for the game and translated them into Game Design documents and other documents.
 - Designing game economy for F2P mobile games and tweaking the design to fit our Arabic market needs and audience.
- **Studio Lead | Apr 2021 - Mar 2023**
 - Lead a studio with 10 employees all working remotely.
 - Communicated our games experience to press, influencers and community.
 - Was responsible for hiring & talent acquisition.
 - Acted as the Project manager for other projects inside the studio (Game Trailers, Studio Website, etc) and outsourced required talents.
 - Designed interactive & engaging booths for the studio in events.
 - Was responsible for tracking all the financial matters.
- **Game Developer | Nov 2020 - Mar 2021**
 - Developed an Arabic Word puzzle game that was a replica to "Ruzzle".
 - Worked on some prototype for future projects.

Learning Yogi Foundation - Singapore (Remotely)

- **Game Designer | Jun 2021 - Aug 2023 (Temporary Contract)**
 - Was responsible for refining and updating the GDD of the company's largest project "Atlas Mission".
 - Collaborated with Dev, Art & QA teams to make sure the games met the updated requirements and released with no major bugs.
 - Worked on prototypes and came up with new ideas to the new AI tool that will be integrated in the company's games.

Technical University of Munich - Munich, Germany

- **Research Assistant | Mar 2019 - Aug 2019**
 - Worked on a VR Serious game that followed the "GameFlow" model to evaluate & ensure the player's enjoyment in a Serious game.
 - Testing the new Oculus Quest and running some experiments on it.
 - Running AR experiments using Android Studio, Python and ARCore.

Assemblr World - Bandung, Indonesia

- **Unity Developer Intern | Jun 2018 - Aug 2018**
 - Worked on the Assemblr Project which is a mobile app for creating and building 3D models.
 - Added some features in the App including UI and AR.

EDUCATION

Bachelor Project/Thesis

Technical University Of Munich, Germany
Mar 2019 - Sep 2019

Bachelor Degree of Computer Science

German University in Cairo, Egypt
2015 -2020

PROJECTS

Global Game Jam 2020

[NEO](#)
Game Designer & Game Developer

Global Game Jam 2021

[Droid Hack](#)
Game Designer & Game Developer

Bahrain Game Jam 2021

[Ocean's Hell](#)
One Man Army

SKILLS

Unity	GIT
C#	Adobe Photoshop
Java	Adobe Premiere
Agile Management	Audacity
Jira	ClickUp

Portfolio

omar-elsayed.com