RAYAN YOUSEF

G A M E   P R O G R A M M E R | U N I T Y | C

Date of Birth: 29th Dec 1993

Military Service: Completed.

Location/Address: Egypt, Damietta.

Portfolio: https://rayan-yousef.webnode.page/

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PROFESSIONAL SUMMARY

Passionate and motivated game developer with 3+ years of experience, proficient in Unity and C#, specializing in game mechanics, system development, and integrating AI-driven APIs such as OpenAI and Gemini with games. Currently focused on design patterns and clean architecture. Eager to contribute innovative solutions to dynamic projects.

TECHNICAL SKILLS

- C#, C++, JavaScript, HTML, CSS
- Unity, Unreal Engine (beginner), Phaser, Box2D, SFML, OpenGL
- XR Technologies (AR, VR - beginner)
- Version Control: Git
- Networking: Photon/PUN, Unity Gaming Services (UGS), Relay, Lobby, Netcode
- AI Integration: OpenAI (GPT), Gemini, Speechmatics (STT service), HuggingFace and others.

- Mobile Game Development: Android
- Physics for Games
- Mathematics for Games
- AI for Games
- Design Patterns
- SOLID principles
- RESTful API Integration
- Github Actions (Ci/CD)

SOFT SKILLS

- Problem Solving Skills (excellent)
- Team Leader
- Team Player
- Time Management
- Committed to Self-Improvement

LANGUAGES

- Arabic (Native)
- English (Fluent)

RECENT WORK EXPERIENCE

Dec/2024 – Present

2024 Studios

- **King Hussein Business Park (Metaverse World) Announcement Link**
  - Implemented new systems and integrated them with the backend server by collaborating with the backend developer.
  - Integrated LiveKit to enable live communication features, such as real-time video and audio streaming.
  - Conducted concurrency and stress tests to identify server limitations and currently implementing a load balancing solution.
- **Educational Mathematics Game (Mobile):**
  - Designed and implemented all core game systems from the ground up. Integrated the project with Google Play and established an automated deployment pipeline using GitHub Actions.

Oct/2023 – Dec/2024

Game Developer at Games Bond Studio

- **Neural Dominion** (PC - in development):
  - Developed core systems including Combat, Inventory, Stats, Skills, Store, AI, Audio, Character, Minimap, and Tutorial, along with contributing to additional systems. (Steam, Info)
  - Contributed to the game's architecture, optimizing performance and scalability.
  - Assisted in developing reusable architecture for various company projects to improve development efficiency.
- **TapTapFighters** (Mobile - published): Developed the networking and AI systems, which was successfully published on Google Play. (Google Play)

EDUCATION

Oct/2022 – June/2023
9 Month Professional Diploma, Information Technology Institute (ITI).
Ministry of Communication & Information Technology (MCIT).
Track: Game Programming. (Track Courses)

Sept/2011 – Aug/2018
Bachelor of Science in Chemistry, 2018
Faculty of Science, Damietta University, Egypt

AWARDS

LabLabAI
TechQuest (Serious/Educational Game)
Rank: First
This was a small, three-day project that secured **First Rank** in the competition. It was designed to integrate AI into gaming. The game uses AI to teach players through puzzles, and they are accompanied by a companion. This companion can attack and defend on command, and also assists in solving puzzles, for example, by translating English text or explaining its grammar. (Game Overview , Hackathon LinkedIn Post)

We Innovate Hackathon 2023
Network Ninja (Serious/Educational Game)
Rank: Fifth
Network Ninja is a serious game developed for EG-Cert (Egyptian Computer Emergency Readiness Team) with the primary objective of raising awareness about crucial aspects of cybersecurity, **achieving Rank 5 in the competition. (**Game Overview , Hackathon Win Announcement)