PROFESSIONAL SUMMARY

Technically skilled engineer with a background in Communication & Electronics. Strong foundation in software development, signal processing, and indie game design. Experienced in Unity/C# game projects, app deployment, and hands-on electronics work. Actively solving algorithmic challenges and preparing for graduate-level coursework in computer science and interactive systems.

SKILLS

· Programming: C#, HLSL, Compute Shader, Unity, MATLAB, Python

· Problem Solving: Debugging, Game Logic Optimization

· Tools: Unity3d Game Engine, Blender, Krita, Soldering, Circuit Debugging

· Languages: English, Arabic

EDUCATION

Bachelor of Science in Communication and Electronics Engineering

Nile University — Giza, Egypt

September, 2014 – July, 2019

GPA: 3.52 / 4.00

- Dean's Honor List (2x)

TECHNICAL & CREATIVE PROJECTS

Tri-Language Dictionary Translator (Freelance Project)

- Engineered and launched a multilingual translation tool, achieving over 1,000 downloads on the Google Play Store.
- Managed the full development life-cycle, from initial design and UI/UX to coding, testing, and deployment.

  [Link to Google Play Store]

3rd-Person Football Mobile Game

- Developed a 3D mobile football game using Unity and C#, deploying it to the Google Play Store.
- Implemented core game-play mechanics, including player movement with joystick controls, ball physics, and collision detection.
- Optimized game performance by identifying and resolving performance bottlenecks, leading to smoother game-play on a wider range of devices.

  [Link to Game play Video](#)

Analog to Digital Signal Quantization Processing (MATLAB)

- Designed and implemented a digital signal quantization system using MATLAB.

- Applied signal processing theory to real-world data conversion.

WORK EXPERIENCE

Freelance Game Developer / Self-Employed

Remote | January, 2021 – Present

- Delivered freelance development projects including games and utility app creation.

- Managed all aspects of the development life cycle and client communication.

Engineering Intern

Raydata Engineering Systems, Giza, Egypt | July, 2018] – August, 2018]

- Worked with sales and training engineers on electrical power systems.

- Performed hands-on electronics maintenance including soldering.

LEADERSHIP & EXTRACURRICULAR

· Member of University Football Team – Participated in team competitions and maintained
athletic commitment alongside academics

ACHIEVEMENTS

· Dean's Honor List – Recognized for academic excellence twice during undergraduate studies.