Yousef Ismail

Game Developer

Personal Information:

Gender: Male
Nationality: Egyptian
Address: El-Shorouk City, Cairo, Egypt
Date of birth: 21/04/2003
Language: Arabic, English

Education & Certifications:

University: Arab Open University   **2021 – 2025**
Major: Computer Science
GPA: 3

Issuing organization: Udemy   **July, 2024**
Name: Ultimate Unity Overview (70+
Tools and Features Explained!)
Instructor: Code Monkey

Skills:

Coding:

C #	Unity	C ++

Computer Science Concepts:

OOP Programming	Algorithm Analysis	Data Structure
Agile Development	Database Management	Database Analysis

Unity Engine:

UI	Scriptable Objects	New Input System
Text Mesh Pro	Cinemachine	Localization
Timeline	Netcode for Gameobjects	

Gameplay:

Signal System	Items System	Inventory System
Shop System	Abilities System	Level Up System
Dialog System	Save & Load System	

Projects:

Survivors Dead City   **May, 2024 - Present**

3D, TPS, Action, Zombie, Singleplayer

Survivors Dead City is a 3D Survivor third-person
Shooter where players quest to survive in
a post-apocalyptic world where the zombies
rule it, Where the humans are more dangerous.

Vengeance of the Fallen   **Sep, 2023 - Present**

2D, Top-Down, Adventure, RPG, Open World,
Singleplayer

Vengeance of the Fallen is a 2D Top-Down Adventure
RPG where players quest to rescue the protagonist's
father, uncovering a gripping tale of betrayal,
friendship, and redemption.