

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

Experience:

Company: NeuronetiX **Aug, 2024 - Oct, 2024**
Position: Game Developer
Type: Internship
Location: Remote

Company: Information Technology Institute (ITI) **Jul, 2024 - Aug, 2024**
Position: Game Developer
Type: Internship
Location: Cairo, Egypt · On-site

Education & Certifications:

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

Issuing organization: Udemy **Jul, 2024**
Course: 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

Unity Engine:

UI

Scriptable Objects

New Input System

Text Mesh Pro

Cinemachine

Localization

Timeline

ML-Agents

Gameplay:

Signal System

Inventory System

Shop System

Abilities System

Level Up System

Dialog System

Save & Load System

Weapons System

Projects:

Survivors Dead City

May, 2024 - Present

3D, TPS, Action, Zombie, Singleplayer

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

Where players quest to rescue the protagonist's father, uncovering a gripping tale of betrayal, friendship, and redemption.