Yousef Ismail
Game Developer

Contact

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📋 Portfolio: https://yousef-ismail-portfolio.vercel.app/

Summary

Experienced in designing and implementing competitive gameplay logic and performance-conscious systems for real-time games.

Strong foundation in clean code practices, gameplay programming, and iterative development within production pipelines.

Proven ability to take features from concept to polished implementation across multiple projects.

Skilled in Unity C#, AI logic, event-driven architecture, and gameplay optimization.

Work Experience

Junior Game Developer
Genesis Creations S.A.E, Remote   *February 2026 - Present*

Game Developer Intern
Genesis Creations S.A.E, Remote   *August 2025 - January 2026*

Game Developer Intern
NeuronetiX, Remote   *August 2024 - October 2024*

Education

Bachelor of Computer Science in Computer and Information Sciences   *September 2021 - June 2025*
Arab Open University
Grade: Very Good

Bachelor of Computer Science in Computer and Information Sciences   *September 2021 - June 2025*
The Open University UK
Grade: Second Class Honors (1st Division)

Certifications

2D Game Development Using Unity Game Engine   *August 2024*
Information Technology Institute (ITI)

Ultimate Unity Overview (70+ Tools and Features Explained!)   *July 2024*
Udemy, Code Monkey

Key Skills

- **Programing Language:** C#, C++.
- **Game Engines:** Unity, Unreal.
- **Network Solutions:** Netcode for GamObjects, Netcode for Entities.
- **Unity Tools:** UI, Scriptable Objects, Cinemachine, Localization, Timeline, ML-Agents, Dots.
- **Backend (UGS):** Player Authentication, Cloud Save, Remote Config, Lobby, Multiplay Hosting, Matchmaker, Distributed Authority.