

# 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.