

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, The Open University UK **2021 – 2025**
Major: Computer Science
GPA: 3
Issuing organization: Udemy **July, 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

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.