

[Youssef Ahmed Abdelaziz Wahbi]

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GitHub: [<https://github.com/Youssef-Wahbi>] |

Portfolio: [<https://youssef-wahbi.github.io/Portfolio/>]

## Summary

Passionate game programmer with experience in C#, Unity, and game development.

Skilled in data structures, design patterns, and version control.

Developed games and implemented advanced weapon equipping and aiming mechanics. Seeking opportunities to create immersive and innovative gaming experiences.

## Technical Skills

- Programming: C#, JavaScript, Python, Java
- Game Engines: Unity
- Version Control: Git, SourceTree
- Other: UI/UX, optimization, physics

## Game Development Experience

### Lost Within (Unity, C# - 2024)

- Developed a third-person horror survival game set in an old, rusty town.
- features: split screen , weapon mechanics , driving
- Used Photon multiplayer for online gameplay.
- download link: [<https://drive.google.com/lostwithin/game>] |

### Horse simulation ( Unity, C# - 2025) “not finished”

- Designed horse movement and touch-based screen rotation for mobile.

### Restaurant Menu Website (HTML, CSS, JavaScript - 2025)

- Built a simple, responsive menu website for a restaurant.
- Designed an interactive animation UI for food categories.

- GitHub: [<https://github.com/Youssef-Wahbi/Restaurant-menu.git>] |

## Education

B.Sc. in Software Industry & Multimedia (Ongoing, Expected Graduation: 2026)

Faculty of Science, Alexandria University, Egypt

## Certifications

- Python for AI – Faculty of Science, Alexandria University (2024)

- Cybersecurity Fundamentals – Engineers Syndicate (2025)