

# Ahmed Elnour

## Senior Game Developer

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### Profile

Senior Game Developer with 5+ years of experience architecting scalable gameplay systems, **multiplayer features**, and custom tooling in **Unity** and **Godot**. Strong focus on performance, maintainability, and production efficiency.

### Skills

**Unity3D:** Proficient in Unity3D development, including game mechanics, UI design, AR development and more

**Godot:** Godot Engine development, specializing in 2D/3D game creation, scripting, asset management and editor tools

**Multiplayer Games:** Skilled in multiplayer game development with expertise in PUN2 (Photon Unity Networking), including designing realtime multiplayer systems, managing networked player interactions, implementing matchmaking, creating rooms, and synchronizing game states across clients.

**Programming:** Learned many languages like C#, Java, GDScript, Bash and Python for game logic and engine scripting and for other tasks like automation and interacting with ssh servers

**Game Design:** Apply strong understanding of player psychology, user experience, and game balance and other game design principles to design innovative and rich game experiences

**Version Control Systems:** Utilize Git and GitHub for version control, ensuring efficient code management and seamless collaboration in solo and team projects following best practices

### Experience

#### Sabil Systems Inc.

Dec 2024 – Present

#### Software Engineer

Edmonton, Canada

- Architected Scalable Game Systems:** Designed robust, extensible architectures in Unity (C#) and Godot (GDScript), converting abstract concepts into technical specifications for long term product lifecycles.
- Established Technical Standards:** Authored technical roadmaps and enforced rigorous code review guidelines, ensuring high codebase stability and team wide technical excellence.
- Pipeline Innovation:** Developed custom Unity based tools and reusable game templates, significantly reducing designer iteration time and streamlining production pipelines.
- Optimization and Stability:** Refactored core gameplay systems for maximum memory efficiency and resolved complex edge cases for high stakes, competitive multiplayer environments.
- UI and Visual Polish:** Engineered responsive, high performance mobile UIs and utilized advanced particle systems to enhance player feedback and game feel.

#### Capital Digital

Mar 2024 – Dec 2024

#### Game Developer

Riyadh, Saudi Arabia

- Dynamic AI Architecture:** Engineered an AI system for player vs computer gameplay, utilizing state machines to create adaptive and challenging opponent behavior.
- Core Loop Engineering:** Developed the foundational gameplay mechanics and main game loop, ensuring high performance synchronization between game state and user input.
- UX Driven Development:** Designed and implemented a responsive UI framework and an interactive tutorial system, directly increasing player retention through intuitive onboarding.

#### Interactive Future

Aug 2023 – Feb 2024

#### Game Developer

Riyadh, Saudi Arabia

- **Native Android Integration:** Developed and bridged native Android modules with the game engine to leverage platform specific features and optimize mobile performance.
- **Extensible Tooling:** Created custom libraries, plugins, and editor tools that accelerated the internal development cycle and standardized feature implementation.
- **Rapid Prototyping:** Iterated on high feasibility prototypes to validate game mechanics, translating successful proofs of concept into production ready C# code.
- **Clean Code Advocacy:** Promoted software design patterns and best practices to ensure high quality, maintainable, and bug free code delivery.

## CTRL A Studios

Apr 2022 – Jan 2023

*Game Developer*

*Khartoum, Sudan*

- **Systems Implementation:** Delivered core gameplay features and 2D/3D visual systems, collaborating closely with artists to integrate complex animations and VFX.
- **Quality Assurance and Support:** Conducted rigorous debugging and unit testing to eliminate critical glitches, while providing technical support and documentation for team members.
- **Technical Feasibility:** Validated design requirements through technical prototypes, identifying potential hardware constraints early in the development phase.

## The Code Effect

Dec 2021 – Dec 2022

*AR Developer*

*Khartoum, Sudan*

- **AR Systems Engineering:** Designed and maintained immersive Augmented Reality applications using **AR Foundation** focusing on stable spatial tracking and interactive animations.
- **Fullstack AR Integration:** Engineered seamless communication between AR frontend and **Flutter based** mobile apps, backend servers, and databases for realtime data persistence.
- **Optimized AR Interactions:** Wrote high efficiency code for complex AR Planes and Image recognition and UI overlays, ensuring a smooth user experience on mobile hardware.

## Education

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### University of Khartoum

2018

*Bachelor of Electrical and Electronics Engineering*

*Khartoum, Sudan*

## Organizations

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### IEEE UofK Student Branch

2018

*Technical Team Coordinator*

*Khartoum, Sudan*

My responsibilities included organizing technical workshops, leading and managing team collaboration, coordinating with industry experts, and supporting student projects. The role emphasizes leadership in guiding the technical team, fostering an innovative learning environment, mentoring students, and ensuring the effective use of technical resources.

## Courses

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### McKinsey Forward Program

*McKinsey & Company*

Focused on practical leadership frameworks, problem solving strategies for digital transformation, and adaptability in evolving technical environments

### Foundation of Digital Marketing

*Udacity*

Mastered user acquisition and retention strategies, applying customer journey mapping to align game design with player behavior and business goals.

## Languages

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Arabic – Native Language • English – Proficient