

AHMED TAREK

Game Developer

📍 Maadi, Egypt

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Summary

Passionate and driven game developer with a strong foundation in software engineering and front-end development. Currently advancing game development skills through the ITI Game Development Scholarship (Intake 45). Proficient in C++, C Sharp, JavaScript, and Object-Oriented Programming, with hands-on experience in game design and development workflows. Skilled in using Unity and Unreal Engine, creating dynamic and engaging interactive experiences. Adept at problem-solving, clean code principles, and creative concept creation.

Education

Information Technology Institute (ITI)

Game Development (9-Month Professional Diploma)

Oct 2024 – Present

Smart Village, Egypt

Menoufia University (Faculty of Computers and Information)

Bachelor of Science in Computer Science

Sep 2021 – May 2024

Menofia, Egypt

Projects

Denizens of the deep

2025

- * Squid turret system built in Unreal Engine (C++), inspired by Marvel Rivals' Namor.
- * Player spawns squids that auto-attack enemies in range, with damage, fire rate, and max count fully customizable.

Sci-Fi Action Game

2025

- * Sci-Fi Action Game built in Unreal Engine (Blueprints) with third-person character, driveable vehicle, and AI turrets.
- * Implemented smooth animations, parallax backgrounds, and interactive environment elements.

First-Person Shooter

2024

- * Developed a 3D FPS with enemy AI (finite state & Behavior Bricks), weapon systems, and respawn mechanics.
- * Included AI cameras with alarms triggering enemy spawns, interactive UI, minimap, and structured game managers.

Brick Breaker

2024

- * Enhanced rendering and effects using C++, OpenGL for improved game visuals.
- * Developed dynamic collision mechanics, multiple levels, and power-ups for an engaging gameplay experience.

Solar System Simulation

2024

- * An interactive simulation built with C++, SFML, and Box2D where users spawn planets orbiting a central star.
- * Each planet follows a calculated orbital path with visual trails for dynamic motion.

Skills

Programming Languages: C++, C, JavaScript

Game Engines: Unity, Unreal Engine

Libraries: SFML, Box2D, OpenGL

Development Tools: Visual Studio, Git

Languages: English, Arabic

Certifications

Web Development Using Python

Jul 2023

Information Technology Institute (ITI)

Military Service

Exempt from Military Service

Sep 2024