

Ali Aboshady

Junior Game Developer

Profile

I'm a computer engineer who's passionate about making video games. While studying for my computer engineering bachelor's, I've been working with Unity. I mainly focused on learning the engine and how to make games.

Currently, doing my data science and computational intelligence master's degree, I'm learning software design patterns and test-driven development to help me improve code readability, scalability, and refactoring.

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Skills

- C, C++, C#, Python, Java
- Unity, Pygame
- Git, Sourcetree
- Scikit-Learn, Keras, OpenCv
- HTML, CSS, Javascript

WORK EXPERIENCE

Internship - Lead Programmer at Black Cat Entertainment (Feb 2021 - Present)

- Designing the architecture
- Programming the mechanics
- Creating animations and their states
- Managing Git flow

Education

- Bachelor's in Computer Engineering (2014 - 2020)
Nile University, Cairo, Egypt
- Master's in Data Science and Computational Intelligence (2020 - 2021)
Coventry University, Coventry, UK

Hobbies and Interests

In my free time, I played a ton of video games, like Assassin's Creed, Dishonored, GTA, etc... And lately, I have been playing more team-based FPS games like CS:GO and Valorant.

I'm also into sports in general. I recently got into playing football, boxing, and judo. However, my main sport is gymnastics, having done it for 10 years and won a few medals.

Another interest of mine is music, playing guitar, and singing, not to say that I'm good at that.