

Amr Abdalla

SOFTWARE ENGINEER | GAME DEVELOPER



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Objective

Egyptian game developer based in Montréal with hands-on experience in Unity and C#. Currently pursuing a Master's in Software Engineering at Concordia University. Eager to contribute to a dynamic game studio as a gameplay and systems programmer, where I can continue growing as a developer and hopefully bring better games to the world.

Experience

The Bad Nomads | Gameplay Programmer (Contract) 2024– 2025

- Fixed gameplay and controller-related bugs for [Last Epoch](#), an ARPG title using Unity (C#).
- Refactored the controller targeting system and introduced the [“Targeting Paradigm” system](#) which makes skills targeting more intuitive for controller players.
- Contributed to the game's 1.2 release cycle as part of an external development team.
- Collaborated in a fully remote environment using Git, Slack, and ClickUp.

The Bad Nomads | Gameplay Programmer 2021– 2024

- Developed many of the core gameplay systems for [Last Loremaster](#), an ARPG title, including inventory, crafting, UI, skills, and buff mechanics.
- Worked with artists and designers to bring features to life.
- Contributed to the game's architecture and content throughout the development cycle.

AUC – Digital Game for Impact | Game Designer and Programmer 2022– 2024

- Designed and developed educational arcade mini-games in collaboration with Megawra, an NGO focused on cultural and urban development in Egypt.
- Conducted research to align the games contents with Megawra's initiatives, ensuring relevance and impact for their young audience.
- Built and deployed a playable demo on an arcade machine, [which was tested by the children live](#).

AUC – Independent Study: Digital Game Design | Undergraduate Teaching Assistant Feb 2022 – June 2022

- Guided students in developing game concepts and writing Game Design Documents (GDDs).
- Provided light support on gameplay systems design and implementation.

AUC – Intro to Game Design & Development | Undergraduate Teaching Assistant June 2021 – July 2021

- Supported students with game projects and assignments, offering guidance on both technical implementation and game design.
- Delivered a session on using Machinations to model and balance game economies.

Education

MEng Software Engineering

Concordia University, 2027

BSc Computer Engineering, Minor in Interactive Media Design

The American University in Cairo (AUC), 2024

Extracurricular Activities:

AUC Google Development Student Club | Game Development Track Founder & Mentor Jan 2023 – March 2023

- Designed and led a 5-session introductory course on game development using Unity3D.
- Taught core topics including the Unity interface, object spawning and collection, state machines, behavior trees for enemy AI, and introductory shader programming.
- Collaborated with a team to plan sessions and mentor students throughout the course.

AUC Aquavaders | Management Team Lead

2020 – 2021

- Oversaw team logistics, media and marketing efforts, budgeting, and coordination with university offices.
- Ensured the competition report and technical spec sheet met all requirements for the ROV (Remotely Operated Vehicle) competition.

AUC Robotics Club | IT Associate

2020 – 2021

- Maintained and updated the club's website to reflect ongoing events, activities, and announcements.

Skills & Abilities

- **Languages:**
Fluent in written and spoken English and Arabic
- **Programming Languages:**
C#, C++, C, Java, Python, HLSL, HTML, CSS
- **Game Engines & Tools:**
Unity, Godot, Git, Trello, Jira, ClickUp
- **Databases & Data Formats:**
MySQL, SQLite, MongoDB, JSON
- **Design & Creative Software:**
Blender, Photoshop, Illustrator, Premiere Pro, InDesign