

Mohamed KAMAL ALDIN

Unity Developer

A proactive Software Developer with 5 years of experience, for multiple clients/companies, creating game systems and also on large projects from start to finish, and I've worked in a variety of genres and target platforms including WebGL, Mobile, and PC.

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Links

📺 Youtube Channel

🐙 Github

in @mohamed-kamal-117026221/

Programming Skills

Solid (Basic)

Unity / LINQ

Multiplayer Games

OOP

Python, Tkinter

PHP

Node.js

APIs Integration

C#, Visual Studio

MySQL, SQL Server, MongoDB, Firebase

Lua

Languages

Arabic



English



Military Service

Completed

Work experience

VR And Multiplayer Developer

Since February 2024 Pyramakerz

AR Developer

Since July 2023 DexioProtocol

- Spearheaded core game functionality development in Geo Quest AR, utilizing innovative techniques for augmented reality immersion and user engagement.
- Pioneered semi-final features, including non-AR capability for wider device accessibility and dynamic enemy structures for enriched gameplay experiences.
- Played a pivotal role in refining and optimizing the code base of Geo Quest AR, ensuring stable frame rates across various devices and enhancing overall application performance.

Software Developer

From February 2022 to January 2024 PentaValue Egypt

- Developing Interactive Experiences and Simulations.
- Building Improved functionalities and upgraded features of Existing systems.
- Drive the product through production phases from concept implementation into dynamic working solutions.
- Skills: Interactive Apps development, Game development, C#, Networking, Media Transcoding, API, Postman, Git

Game Developer

From August 2022 to April 2023 Turbo Battle Arena

- Implementing multiplayer systems, ensuring seamless and engaging experiences for users across diverse gaming platforms.
- Development of advanced features for immersive virtual environments, enhancing user interaction and immersion within the metaverse
- Craft dynamic 2D shooting mechanics, combining fluid motion with responsive gameplay for an enhanced gaming experience.
- Designing player-world interaction systems, fostering immersive gameplay environments for Players, in a Dynamic Metaverse environment.

Game Developer

From March 2022 to July 2022 Martian Games

- Creating Player Interactions in Open world environment
- Managing fluid gameplay to an existing Game system.
- Developing Game dynamic mechanics and Enemy AI Behaviors and Interactions.
- Skills: Game development, Photon, C#, Unity Physics, Opsive (Custom-Physics), PlasticSCM,

Interests

Unity Developer

VR Developer

Game Developer

Game Designer

Work experience

● Game & Web Developer

From February 2019 to March 2022 Freelancer

- Managing Backend development, converting ideas to a product with robust code design.
- Develop Game systems and Game networking solutions.
- Creating Back-End and Database security development to maintain security.
- Translate Product concepts into detailed and engaging user experiences.
- Providing Full Stack implementation according to the required design, with Tailored Back-End mechanisms.

Education

● Bachelor's degree

From July 2016 to July 2020 English Literature Banha University

Certificates

- Unity Asset Creation And Management, Unity
- Python Core Course, SoloLearn.com
- CS50's Game Development Certificate, edX HarvardX
- Berlitz Certified English speaker Level 8/8

Projects

Wizards Royal – Multiplayer Photon Networking [Unity]

Multiplayer PvP game created on Unity Engine and Photon v2 [Details here](#)

Multiplayer Character Customization [Unity]

save/load character outfits for players using MongoDB Cloud DB [Details here](#).

Restaurant Menu [Unity]

Menu and Ordering Application created from scratch [Details here](#)

Bank Robbery Mobile Hyper Casual [Unity]

Mobile game intended for Android and IOS [Details here](#)

TeamUp Metaverse [Unity]

android Social app to interact in a virtual world for chatting between people supports audio chatting.

Ben10 Game [Augmented Reality] [Unity]

android game, with sliders to scale characters to any imagined real-world sizes [details](#).

Apartment Decorator [Unity]

android Apartment 3D navigation and decorator.

Fethagorth E-Learning [Unity]

android Students learning platform to watch online lectures