

# Yasser Allam

Game programmer

Aspiring Game Programmer with a passion for creating immersive and engaging games. Developed three fully functional games as part of self-learning, mastering game design, coding, and problem-solving. Skilled in Unreal Engine, C++, and game mechanics. Eager to apply self-taught skills and creativity to a professional role in the game development industry.



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## EDUCATION

### Administrative systems and information Higher Institute for Advanced Studies

09/2021 - 05/2024

## PERSONAL PROJECTS

### Pac-runner project

- **Description :** Developed a first-person Pac-Man-style game where players navigate a maze, collect food, and use strategic abilities (map guide, speed boost, etc.) to complete levels.
- **Technologies Used :** Unreal engine 5, C++
- **Key Contributions :** Programmed game mechanics and abilities like ghost freezing and boosting speed.
- Implemented a strategic item management system to store and deploy abilities
- Designed and optimized levels for a challenging player experience.

### Revenge project

- **Description :** I built a demo game for a boss fight where the player starts in a broken underground elevator and discovers two unique weapons: a pistol and a rock grappler then a boss fight begins.
- **Technologies Used :** Unreal engine 5, C++.
- **Key Contributions :** Designed and implemented the weapon mechanics, including shooting and grappling.
- Integrated physics-based interactions for more dynamic gameplay.
- Developing the boss AI behavior with three stages.

### island of the last survivor

- **Description :** In this survival game, the player finds themselves stranded on a mysterious island. Players must gather resources, craft tools, and defend themselves from increasingly dangerous monsters as time ticks down. The game features a building system, inventory management, and a dynamic monster spawning system.
- **Technologies Used :** Unreal engine 5, C++.
- **Key Contributions :** building and inventory systems, Implemented a simple building system that allows players to gather resources and construct the ship. Created an intuitive inventory system for managing resources and weapons.
- Implemented an items system and monsters spawning system.

## SKILLS

Unreal engine

C++

Github

Debugging

Game Design

Problem solving

## LANGUAGES

English

*Professional Working Proficiency*

Arabic

*Native or Bilingual Proficiency*

## INTERESTS

Game development

Game Programming

Playing games

Reading

Listen to music