Ehab Tawfik

Game Developer

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SUMMARY

Game Developer with 4+ years of experience creating engaging games for Android, iOS, and PC.
Passionate about building fun, visually enhanced games that deliver better player experiences through team collaboration and continuous learning.
Experienced in developing casual, hyper-casual, and hybrid-casual games.
I can communicate effectively in English and Arabic, with a strong focus on teamwork and continuous learning to create better games.

EXPERIENCE

Game Developer - Sneet Games   02/2024 - Present

Continuing independent development under the Sneet Games name, focusing on designing and
developing better games with enhanced player experiences.

Game Developer - Squid Gun Studio (Remote)   04/2022 - 01/2024

Worked remotely as part of a collaborative team to design new game ideas and mechanics. Contributed
to gameplay design, code optimization, and overall visual polish to enhance game quality.

Game Developer - Game4Life Studio (Remote)   06/2020 - 03/2021

Gained valuable remote experience collaborating with a team to develop high quality
creative games.

Game Developer - EtE Studio   04/2019 - 05/2020

Developed games under the EtE Studio name, focusing on learn new gameplay mechanics and programming techniques.

EDUCATION

Software Engineering | Programming   08/2019 - 07/2023
Tanta University - Bachelor of Computers and Information

SKILLS

Unity Engine   Clean Code

C# / OOP   Version control (Git)

Game physics   Cross-platform development (iOS, Android and PC)