Ehab Tawfik
Game Developer

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Summary

Game Developer with **4+ years of experience** creating engaging games for **Android and iOS.** Passionate about building **fun, visually polished, and performance-optimized gaming experiences** through collaboration and continuous learning.
Fluent in English and Arabic.

Skills

Unity | C# | 3D Modeling | 2D design | VFX | SFX | Problem Solving

Experience

Game Developer – Sneet Games | *Jan 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) | *Apr 2021 – Dec 2023*

- 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 – Game 4 Life (Remote) | *Jun 2020 – Mar 2021*

- Gained valuable remote experience collaborating with a team to develop optimized, high-quality games with creative gameplay solutions.

Game Developer – EtE Studio | *Apr 2019 – May 2020*

- Founded EtE Studio, developing small-scale games, exploring advanced game logic, and programming techniques.

Education

Bachelor of Computers and Information
Tanta University, Egypt | *Aug 2019 – Jul 2023*