

# 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 polished, and performance-optimized gaming experiences** through collaboration and continuous learning.

Able to collaborate effectively in both **English** and **Arabic** environments.

### Skills

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

### Experience

**Game Developer – Sneet Games** / *Feb 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 2022 – Jan 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 – 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*