

Ehab Tawfik

Game Developer

+201018616456
ehabelbwab75@gmail.com
Damanhour, Beheira, Egypt
[linkedin.com/in/ehabtawfik](https://www.linkedin.com/in/ehabtawfik)

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. 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 optimized, high-quality games with creative gameplay solutions.	
Game Developer - EtE Studio	04/2019 - 05/2020
Developed small-scale games under the EtE Studio name, focusing on advanced gameplay mechanics and programming techniques.	

EDUCATION

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

Unity Engine	Performance optimization
C# / OOP	Version control (Git)
Game physics, collision detection	Cross-platform development (iOS, Android and PC)