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.
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   08/2019 - 07/2023
Tanta University - Bachelor of Computers and Information

SKILLS

Unity Engine

Performance optimization

C# / OOP

Version control (Git)

Game physics, collision detection

Cross-platform development (iOS, Android and PC)