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.

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| **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

# **SKILLS**

08/2019 - 07/2023

Unity Engine C# / OOP

Game physics, collision detection

Performance optimization Version control (Git)

Cross-platform development (iOS, Android and PC)