Fouad Elamoury, Game Developer

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 Portfolio   ⌂ Cairo, Egypt

Summary

Game developer specializing in game mechanics and creating immersive player experiences. Proficient in C++ and Unreal.

Education

2024 – 2025   **9-Month Diploma, Game Programming, Information Technology Institute(ITI)**
Smart Village,Cairo.

2016 – 2020   **B.Sc., Computer Science, Misr International University (MIU)**
GPA 2.6/4.0   Cairo, Egypt

Work Experience

1/6/2023 – 1/9/2024   **Game Development Instructor, GOMYCODE**
Instructed a game development course, teaching Unity, game design, and C♯ programming. Conducted project reviews, provided feedback, and guided students in debugging and improving their game projects

Training

Summer 2019   **Game Development Intern, Streaming Creativity**
Collaborated on a VR game called UBVR, Helped in developing player movement and shooting mechanics. Played a role in overall game design.

Certificates

ACC VR diploma Certificate Worked on CPR simulator on VR

Projects

Namor's Aquatic Dominion
Creating the mechanics of Namor's Aquatic Dominion in Marvels Rivals which allows Namor to summon Monstro spawns that automatically attack enemies within Monstro's range.

Different Mechanics
Tinkering on unreal engine with movement and collisions

Technical Skills

Technologies   🔖   Unreal,Unity, Godot, OpenGL

Coding Languages   🔖   C++, C#, GDScript

Languages

English: IELTS 6.5 Test Report

Arabic: Native

Personal Information

Military Status: Completed