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

UBR-VR
Contributed to the creation of a multiplayer game that seamlessly blended real-world movements with actions in the Virtual world. My primary responsibilities included implementing core gameplay mechanics.

CPR
Worked on a simulator to instruct user on performing CPR in VR

Technical Skills

Technologies	⚑	Unity, Godot, OpenGL
Coding Languages	⚑	C#,C++, GDScript

Languages

English: IELTS 6.5 Test Report

Arabic: Native

Personal Information

Military Status: Completed