

# Khaled Tarek Abdelrahman

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## Summary

### Game Developer

I developed my passion for game-making during my travels to London. I attended various workshops and particularly enjoyed an event organized by Microsoft where I had the opportunity to develop a game. This inspired me to pursue a career in the gaming industry and have worked on several freelance gaming projects, and most recently developed a game for my final year graduation project. This allowed me to work within a team to develop and produce a game for more than seven months, and I gained a lot of valuable skills during the process, and here I am, working on passionate games with a lovely team.

## Experience



### Game Developer

FitNot

(Jan 2023 – Present)

- Developed interactive and immersive games using Unity3D engine, including projects such as **MBC Fananees games** with millions of downloads in the app store and Google Play.
- Designed and implemented gameplay systems, user interfaces, and game mechanics for various projects, including over **50+ educational games**.
- Utilized C# programming language to create scripts for game functionality and interactions.



### Unity VR Instructor

412labs - U.S Embassy

(Jul 2023 – Dec 2023)

- Provided personalized guidance and mentorship to students, fostering their skills in VR development within the Unity environment.
- Demonstrated expertise in Unity development, particularly in the context of virtual reality applications, ensuring students' proficiency in the subject matter.
- Received positive feedback from students regarding teaching effectiveness and course content relevance.



### Game Developer

Self-employed · Freelance

(Dec 2019 – Present)

- Worked fully remotely on all the projects, while maintaining effective communication with the clients.
- Successfully completed all the projects' tasks while consistently meeting the deadlines through strong time-management and prioritization skills.
- Developed my skills and expertise in my own time, partaking in extensive self-study alongside my work, and learning more about game design, production pipeline, and Unity game engine.

## Honors & Awards



### Article– Games Mix (Feb 2022)

Games Mix(an entertainment magazine specializing in Gaming and E-Sports) wrote an article with reference to mine and other independent Egyptian game developer's influence on the public opinion of games:

<https://gamesmix.net/articles/how-insomnia-egypt-changed-my-view-to-egyptian-indie-games/>

## Educational



### Modern University for Technology & Information - MTI

Bachelor's degree, Computer Science (2018 – 2022)

#### • **The Mystery Tomb** – Final Year Graduation Game Project (Oct 2021 - Apr 2022)

- ✦ Programmed gameplay mechanics by writing clear, extensible, and efficient code.
- ✦ Collaborated with six team members both in person and remotely, while maintaining effective and efficient communication and utilizing various software and tools.
- ✦ Got involved in many other areas, such as Enemy AI, level design, QA testing, bug fixing, polishing, and optimization.
- ✦ Effectively organized my ideas and how to use a GDD to clearly communicate my ideas to other team members.
- ✦ Using version control to allow software teams to track changes to the code, while enhancing communication and collaboration between team members.

## Licenses & Certifications



ACC Virtual Reality Diploma - U.S Embassy (Dec 2022)



**CCNA** - Cisco (Oct 2021)



**Computer Network Fundamentals** - MaharaTech – ITIMoooca (Aug 2021)



**ISTQB Foundation Level** - MaharaTech – ITIMoooca (Mar 2020)



**Game Design** – Edraak (Feb 2020)



**Complete C++ programming from C++ Basics to Advanced C++** - Udemy (Dec 2019)

## Skills

- ✦ **Software & tools skills:** • Unreal Engine • Visual Studio • Unity • Git • Trello • Coda.io
- ✦ **Programming skills:** • OOP • AI • Design patterns • Testing and Debugging
- ✦ **Programming languages:** • C++ • C# • Java • HTML • CSS • JavaScript • Python • SQL
- ✦ **Soft skills:** • Fast learner • Flexibility • Problem Solving • Time Management • Communication
- ✦ **Languages:** • English • Arabic

## Initiatives

### **Egypt Game Developers (EGD)**

Community Manager - (May 2022- Jun 2023)

- Moderating the EGD Discord server, of **3000+ members**, enabling Egypt's game development community to stay in touch, collaborate, share learning resources, and make connections remotely.
- Organized online events, including monthly mentoring meetups for newcomers and discussing game development topics, a monthly “Art Jam” with self-funded prizes, and charity Art Jams.
- Organize Game Jams (Physical, and online) such as **Global Game Jam**.
- Communicating with other community managers and moderators daily to discuss potential opportunities and plans to support the community.