

## Unity / Unreal Game Programmer

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### Summary

Experienced **Game Programmer** with expertise in **Unreal and Unity3D** development, specializing in creating engaging gameplay experiences across PC, mobile, and Virtual Reality (VR)/Augmented Reality (AR) platforms. Skilled in **C++ and C#**, with a strong background in developing and optimizing game mechanics, AI systems, and multiplayer features. A track record of contributing to successful game projects through effective collaboration and timely delivery, with a focus on driving innovation and enhancing player experiences. Committed to leveraging technical expertise to make impactful contributions within the gaming industry.

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### Core Skills

#### ❖ Programming Languages

- C++, C#

#### ❖ Game Engines

- Unity, Unreal Engine

#### ❖ Gameplay Systems

- AI programming (pathfinding, behavior trees)
- Physics-based mechanics (projectile motion, interactions)
- Animation systems: blending, inverse kinematics (IK)
- GAS (Gameplay Ability System): setup and create systems based on GAS

#### ❖ Multiplayer Systems

- Client-server architecture, Photon networking, Unreal Gameplay Ability System (GAS)

#### ❖ Optimization & Debugging

- Memory management, frame rate optimization
- Profiling tools: Unity Profiler, Unreal Insights

#### ❖ Tools & Software

- Visual Studio, Rider, Git, Perforce, VPN

## ❖ Development Workflow

- Agile methodologies (Scrum, Kanban), Task tracking (Jira, Trello)

## ❖ Additional Skills

- Virtual Reality (VR)/Augmented Reality (AR) development (Oculus, ARKit), Firebase backend integration

## ❖ Soft Skills

- Strong communication and collaboration skills
- Creative problem-solving and debugging
- Time management and adaptability

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## Experience

### ❖ My Whoosh Technology - Unreal Game Programmer.....June 2025 – Present

- Implemented core gameplay systems.
- Developed modular, data-driven gameplay components to support scalability.

### ❖ Ironbelly Studios - Unreal Game Programmer .....Jan 2023 – Aug 2024

- Developed PC games in Unreal Engine using C++.
- Built and enhanced features like Queue system with Gameplay Ability System (GAS), AI plugins, and throwable systems.
- Led and mentored junior team members through onboarding and development.

### ❖ Toptal - Senior Game Developer .....Oct 2022 – Present

- Created PC and mobile games with Unreal and Unity, utilizing C++ and C#.
- Managed technical roadmaps, collaborating with clients to ensure alignment with project goals.
- Organized tasks using Trello and Git for streamlined project delivery.

### ❖ P1Games - Volunteer Game Developer and Tech Lead .....May 2024 – Present

- Led technical team and organized tasks for efficient project completion.
- Developed games in Unreal and Unity, ensuring timely and quality deliverables.

### ❖ Instinct Games - Senior Unreal Game Programmer .....Apr 2021 – Jan 2023

- Engineered PC game features, integrating VFX assets, and collaborating with QA to fix bugs and enhance gameplay.

### ❖ FunRock - Senior Unity Game Developer ..... July 2018 – March 2019

- Responsible for the game frontend and UI for Android and IOS platforms.
- Build new features (reinforcement system, Events and Quests system, etc).

### ❖ Cryptyd Game Studio - Senior Unity Game Developer .....Matrch 2018 – July 2018

- Responsible for the game backend and network using kii and playfab for Android and IOS platforms.

**Other Roles:** Senior Unity Game Developer at Penta Value, Lead Programmer at Be-Steam, Lead Developer at 5D-VR, as well as Project Manager at ABC-Egypt.

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## Key Achievements

### ❖ Dynamic Camera System (Unreal)

- Created a camera system responsive to gameplay events, supporting additive profiles (e.g., zoom, sprinting).
- Developed smooth transition effects between profiles for a seamless player experience.

### ❖ Input/Ability Queue System (Gameplay Ability System (GAS), Unreal)

- Implemented an ability management system to handle complex input conditions, prioritizing optimal ability timing.

### ❖ AI Attack Token System (Unreal)

- Enhanced AI responsiveness by introducing an attack token system for flexible, context-aware combat strategies.

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## Education

- ❖ **Liverpool John Moores University** - *Master of Business Administration (MBA)*  
2024 – Present
- ❖ **Information Technology Institute** - *Game Development Diploma*  
2011 – 2012
- ❖ **Ain Shams University** - *Bachelor of Computer Science*  
2006 – 2010

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## References

### ❖ Nourhan Hussain (Team Lead - Ironbelly Studios)

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### ❖ Ahmed El-Meshry (Team Lead - Instinct Games)

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### ❖ Wael Ragaey (Project Manager - 5d-VR)

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