



Michael Saad (MICHAELBYTE)

Game Developer | Unreal
Engine 5

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SUMMARY

Game Developer specializing in Unreal Engine 5 with nearly 2 years of hands-on experience, including 21+ months of commercial freelance work. Successfully delivered 13+ projects for international clients across USA and Europe. Proficient in Blueprint visual scripting, gameplay mechanics, AI behavior systems, and 3D asset integration. Computer Science student with strong problem-solving abilities and proven track record of creating engaging game experiences from concept to completion.

Key Achievements: Consistent 5-star client ratings | Self-taught UE5 specialist | Diverse project portfolio spanning multiple game genres

EXPERIENCE

Freelance Game Developer

Self-Employed

05/2024 - Present

- Successfully delivered 13+ commercial game development projects to clients in the USA and Europe
- Achieved and maintained consistent 5-star client satisfaction ratings across multiple complex projects
- Specialized in creating complete gameplay systems from scratch using Unreal Engine 5
- Built strong reputation for timely delivery and professional communication with international clients
- Evolved from basic implementations to advanced gameplay mechanics through iterative client work

Featured Client Projects:

1 - Zombie Shooter Mechanics System (Largest Project)

- Built comprehensive zombie AI with hearing and vision detection
- Programmed shooting mechanics with recoil, reload, and ammo systems
- Implemented health/damage system for both player and enemies
- Designed wave-based spawning system for progressive difficulty

2 - Star Wars-Themed Action Game (5-Star Rating)

- Developed complete third-person combat system with lightsaber mechanics
- Implemented enemy AI with patrol, chase, and attack behaviors
- Created custom animation blueprints for smooth character movement

3 - Unreal Engine 5 Blueprint Tutorial Course (5-Star Rating)

- Produced 1-hour educational video course on Blueprint fundamentals
- Covered core concepts: variables, functions, events, and flow control
- Structured content for beginners entering game development

4 - Horror Game with Advanced AI (4-Star Rating)

- Created atmospheric horror environment with dynamic lighting
- Developed AI enemy behavior using Behavior Trees
- Implemented stealth mechanics and detection systems
- Designed jump-scare triggers and tension-building mechanics

Specialized Systems

- Third-Person & First-Person Mechanics

- Platformer Movement Systems (2D & 3D)
- Stealth & Horror Game Mechanics
- Zombie AI & Enemy Behavior
- Health/Damage & Combat Systems
- Shooting Systems (Recoil, Reload, Ammo)
- Puzzle Integration & Level Design

Published Plugins:

11/2025

MichaelByte_AI Plugin for Unreal Engine

Published on LinkedIn

- <https://drive.google.com/drive/folders/1D3pd1BsdK2YPRw1t1TIUC2exuoy5gMjW>
- Developed custom AI plugin featuring hearing and vision detection systems
- Implemented using Behavior Trees and AI Perception components
- Open-sourced for community use and feedback

Game Jams

1- Competitive Global Game Jam (2026) : GREYMAN

Build Duration: 48 hours

Game Jam: Canadian University, Egypt (8th place)

2 - Non-Competitive Global Game Jam (2026) : Flow Flam

Build Duration: 48 hours

EDUCATION

Computer Science

Zagazig University - Bachelor's degree

09/2023 - Present

- Relevant Coursework: Programming with C++, Data Structures, Algorithms, Software Engineering, Mathematics
- Collaborative Learning: Successfully completed 15+ team-based programming projects requiring code integration, task delegation, and joint presentations
- Experience with Git version control through academic assignments
- Strong foundation in object-oriented programming, problem-solving, and software development principles
- Active participant in group coding sessions and peer programming activities

Sharkya STEM School - STEM High School for Outstanding Students

09/2020 - 06/2023

- Selective science and technology focused high school (American curriculum)
- Established in honor of Nobel Prize winner Dr. Ahmed Zewail
- Team Projects: Completed multiple collaborative STEM projects requiring teamwork, presentations, and cross-disciplinary coordination
- Developed strong analytical, scientific thinking, and group collaboration skills

CERTIFICATES

Ministry of Communications and Information Technology (MCIT), Egypt

07/2025 - Present

- Certified Software Development - Mobile App Developer
- Digital Egypt Pioneers Initiative - DEPI Program
- Skills: Software Development, Mobile Applications, Android Development, Flutter

IBM

Present

- Certificate For Course from IBM in Data Science

- Skills: Data Science fundamentals and analysis

EduMeter Egypt

- Certificate of Excellence in Mathematics
- Demonstrated strong mathematical and analytical abilities

Present

SKILLS

Unreal Engine 5	Expert	Client Communication & Requirement Gathering (Fiverr)	
Gameplay Programming & Game Mechanics Design (Blueprints, C++)	Expert	Team Collaboration & Project Coordination (15+ university team projects, STEM collaborations)	Expert
AI Behavior Trees & Enemy Systems	Expert	Leadership & Team Management (Founded German Language Club at STEM school)	Advanced
Game Design	Advanced	Cross-functional Communication & Presentations	Advanced
Problem Solving & Technical Debugging	Advanced		Intermediate
familiarity with Unity & Godot engines	Basic		
Self Learning	Expert		

LANGUAGES

English	Fluent	Arabic	Native
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MichaelByte

