Omar AbdElzaher

Game Developer

📍 **Egypt**

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Highlights

- Game Developer with big ambitions +4 years of experience, +6 years as a programmer.
- Experience in developing multiplayer cross-platform Games.
- Ability to learn and work with new technologies in considerable time.
- Good command of fixing bugs and problem-solving.
- Looking for challenges, bigger teams, and new techniques to learn.

Experience

Feb 2020 – Current (1 year)	Zinad IT "EntrenchTech department" **Game programmer(Acting as development team lead)** - Developing serious games regarding security awareness - Breakdown features into tasks - Create time estimation for these tasks - Manage the team through the implementation of the assigned tasks
Aug 2018 – Feb 2020 (1 year)	Information Technology Institute (ITI) **Game Track supervisor** - Responsible for teaching multiple subjects as: c\c++ , HTML5 game development, design patterns, unity3D game engine, Games Optimization, version control, ...etc. - Managing the students and supporting them during the learning process and the graduation project. - Updating and enhancing the intake Curriculum to match the latest technologies. - Developing and following up on the students' study schedule and contracting with external trainers.
Oct 2017 - Jun 2018 (9 months)	**9-Month Professional Diploma - Information Technology Institute (ITI)** Enrolled in the Ministry of Communications and Information Technology (MCIT), Game Development Track, Smart Village Branch Graduation project: **Rhythm Attack-VR** VR music rhythm game Gameplay: https://youtu.be/ElA8NzXpk4E https://connect.unity.com/p/rhythmattack-vr
May 2015 - Oct 2017 (2.5 years)	**El3ab.com - A15 (known as: LinkOnline) Game Developer** - Responsible for rebuilding el3ab.com flash games to (web, android, iOS) Platforms using Unity3D and Phaser.js. // we built 2 versions of the game one using Unity and another version in phaser.js - Developing server-side of multiplayer card and board games using JAVA and Smart Fox Server. - communicating with the web team to handle interactions with the backend. - enhancing gameplay and user experience. Last Project ("Estimation Kings") - Android https://play.google.com/store/apps/details?id=com.el3ab.Estimation - IOS https://itunes.apple.com/eg/app/estimation-kings/id423988702

| Feb 2015 - May 2015 | **SkyTech** |
| (3 months) | **Web Solution Developer** |

- Developing SkyPM "Predefined Preventive Maintenance Software"

| May 2014 – Feb 2015 | **Web design (Army Service).** |
| (10 months) | |

Education

| 2008-2013 | **B.Sc. in Electrical Engineering** |
| | **Misr Higher Institute for Engineering and Technology (MET) Mansour** |

- **Very Good Degree.**
- **Graduation Project: Design and Implementation ROV Control System - Excellent.**

Technical skills

- **Game Development:**
  - Unity3D, (Phaser, Cocos2d, Three-Js)HTML5.
  - Cross Platform Mobile games, VR Games.
  - Unity tooling
- **Game Servers:**
  - Smart Fox Server, Game Sparks, Nakama, currently learning node.js and sockit.io.
- **Programming Skills:**
  - C#, JavaScript,basics C/C++.
  - Game Design Patterns: Singleton, Strategy, Observer, State, Components DP, ECS, Pooling, … etc.
  - Unity Design Patterns: Scriptable Object Design patterns: Variables, Events, Enums.
- **Basics Game Design:**
  - Beginner Game Designer, Level design, Keeping User Engagement.
  - Monetization for mobile games.
- **Version Control:**
  - Source Tree, Git.

- **Knowledge of:**
  - Godot , unreal game engines
  - OpenGL, P2.js" physics JS library"
  - Cordova.
  - Photoshop, Blender, SketchUp.
  - Mongo-DB(NoSQL), MySQL.
  - Asb.net, Visual Basic.
  - Android Applications Developing (Android Studio).
  - OpenCV.
  - PHP, Css3, HTML.
  - Autodesk Inventor.
- **Embedded**:
  - ARM, AVR Embedded controllers, ARTOS.

  - MicroC , PIC , Protus , Electronics

Languages

- **Arabic:** Native.
- **English:** Fluent.

Certificates

- GIZ *"The Deutsche Gesellschaft für Internationale Zusammenarbeit"* VR training
- GIZ Virtual Reality Hackathon
- **Information Technology Institute (ITI) 9-Month Professional Diploma**

HONORS AND AWARDS

- Mate 2014 ROV Competition.
- Mate 2013 ROV Competition.
- The 8 Essentials for University Students.

Portfolio

- **GameJam:** https://globalgamejam.org/users/omar92
- **OmarGames**: https://www.facebook.com/0marGames
- **Github**: https://github.com/omar92

Personal information

- Military status: Military service spent with a Good Role Model Award.

References

- Are Available upon request.