Mohamed Mostafa Hassan

Game Developer

About me

Knowledgeable Programmer skilled in Game Development, Software Development, Web Development, 3D Modeling and Graphic Design. Works well under pressure and consistently meets deadlines and targets while delivering high-quality work. Consistently exceeds customer expectations and develops cost-effective solutions to complex problems.

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Professional Experience

- Worked for **GG & Grace International** since Jul 2022 in Developing Virtual Reality Games for Hotels and Hospitality, Delivering for (**Oculus Quest 2** and **HTC Vive Pro 2**) Using (**Unreal Engine** 4.27 & 5.0 & 5.2).
- Worked for my Graduation project with **NARSS** for one year as a Virtual Reality Game Developer Developing a Game about the Space and Space Control Centers, Delivering for (**HTC Vive Pro 2**) 2021 - 2022 and Using **Unity Engine**.
- Working on a Personal Project (3rd Person Action Adventure Game) Called **Special Case** since Oct 2022 using **Unity Engine**.
- Trained at **SOULCO** Company for **IT solutions** for 2 months learned and practiced on **CCNA** with routers, switches and access points.
- Finished the Year of the **Military Service** Working as an **IT Technician**.
- Worked as the **President** of **Vision Student Organization** 2021/2022

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Projects

- Created **Ampersand 1** which is a Virtual Reality Game about Hospitality and future Hotels with 3 Different modes (Snow , Dessert and Housekeeper mode) made for **HTC Vive Pro 2** using **Unreal Engine** 4.27 with **GG & Grace International** 3D/VR Team and we showed the game off at **Future Hospitality Summit** Event in **Abu Dhabi | UAE** 2022.
- Created **Darraq El Hadda** with **GG & Grace International** 3D/VR Team, which is a Virtual Reality Game in **Darraq El Hadda Compound** with updated Features about Hospitality to make it more immersive and more interactive using **Unreal Engine** 4.27 and was developed for **Oculus Quest 2**.
- Created **Ampersand 2** with **GG & Grace International** 3D/VR Team, which is a Virtual Reality / First Person Game created to be a training for Housekeepers for better Hospitality Services with solid modes and systems (**Guest, Designer** and **Housekeeper** modes) the game is more interactive and more Immersive than all Previous Projects in this Field and it's made using **Unreal Engine** 5.2 and it's developed for **Oculus Quest 2**.
- Working on a **3rd Person Open World Game** Called **Special Case Game** where the player is a Super Powered Hero that has the ability to wall run, Jump High, Dash, Create Force Field, Create Explosion Field, Dodge Enemies and Hover over Buildings, the Game has many Types of enemies and

Personal Info

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-Behance: Mohamed Mostafa on Behance
-YouTube Channel: https://www.youtube.com/@TheMohamedMostafa

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Skills

- Game Development
- 3D Modelling
- Graphic Design
- Web Development
- Software Development

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Tools

- Unreal Engine
- Unity Engine
- Blender
- Photoshop
- Sketch Book
- MS Office
- Git Hub
- VSDC
- Visual Studio
- Net Beans
- XAMPP
- CMD
- Davinci Resolve

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Technical Skills

- Unreal Blueprints
- C#

obstacles that you run through using Unity Engine.

- Created **3D Models** for Games and 3D Assets using **Blender** and created an Open world map with roads, Buildings, Billboards,Traffic signs and even Trash Cans.
  Created many Models for Rendering like a Buildings, Products, Traffic Perfumes and More.
- My **Graduation Project** was a **Virtual Reality Game** for kids that teach them how **Satellites** and **Space Control Centers** work, Allowing them to drive a Satellite as a Rocket in the Space to go to the Control Center Unit near the Moon, Dodging Debris flying Randomly with high speeds and the more Damage the Remotely Controlled Satellite gets the more the Signal between the Satellite and the Control Center get noise and delays and it may be destroyed and get shattered to pieces if damaged too much, the player will move with scientists and engineers in the Control Center Rooms while they explain to the player the different Space phenomena's with Models and Holograms, we worked in this project with **NARSS** equipment and we created it using **Unity Engine**.
- Created a **3rd Person Action Adventure Game** Called **Controller** it's a small Simulation of game called **Control** as you can grab objects using telekinesis and throw them at enemies to kill them or use these objects as a shield or as stair to climb higher grounds and enemies attacks the player using ranged weapons and the player can slow time and heal using healing gems, the game was a project for the college and it's finished with UI, Levels, Animations, Menus and Enemies and it's made using **Unity Engine**.
- Created **Cinematic Maps** with Lighting and VFX using **Unreal Engine** 4.16, 5.2.
- Created many unfinished **3D Games** to Explore the Possibility of new ideas and if they could bring joy to the player or not and what is the best way to implement new features without affecting the overall Performance of the game, Using **Unreal Engine** and **Unity Engine**.
- Created **Console Application** as a Freelancer that detects specific running apps and starts an alarm every number of minutes to remind the user that he is using the app for long time and the user can add a sequence of audios to be played in an order like every 15 minutes while using the detected app and it's made in **C#**.
- Created a **Bike Store Web Blog** that allow the store owner to post bikes for sale or for rent and allow users to post used bikes for sale and has a store management system for renting, buying, storing, displaying products and products data and has a commenting system to allow users to interact with each other and give feedback for products with simple eye catchy UI using **HTML, CSS, JS, PHP, MYSQL**.
- Created photography, clothes, news, fitness and games **Frontend Web Pages** using **HTML, CSS, JS**.
- Created **Snake Game** using **Java** for desktop and created **Piano Tiles Game** for web using **HTML, CSS, JS**.
- Designed **UMLs** for my projects including **Entity Relationship Diagram, Class Diagram, Context Diagram, Use Case Diagram and Activity Diagram**.
- Implemented **Artificial Intelligence** program using **Python** that solves **Knapsack Problem** using modified **PSO Algorithm**.
- Created **Graphic Designs** and **Logos** using **Photoshop** and **Sketchbook**.
- Created **Group Chatting Application** in **Java** that consists of a server and any number of clients that can join this server and send messages to it and these messages will be displayed to all active clients using **TCP/IP Protocol**.

- C/C++
- Java
- Python
- PHP
- SQL
- MySQL
- HTML
- CSS
- JavaScript

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Personal Skills

- Teamwork skills
- Fast Learner
- Project Management
- Leadership Experience
- Planning
- Photography
- Drawing

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Education

-Faculty of Computer and Artificial Intelligence

-Computer Science Department

-Helwan University

-Bachelor degree in 07/2022.

-GPA 3.27 (Very Good)

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Languages

-Arabic : Native

-English : Very Good