HATEM HAMDY MEHANA

GAME DEVELOPER

CONTACT

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EDUCATION

Faculty of Computers and Information
Fourth-year student

PROFILE SUMMARY

I am a game developer with 4 years of experience in game development using Unity and C# programming. I have worked on over 30 projects, including mobile games and multiplayer online games. I have strong expertise in level design, lighting, and environment creation, as well as team and project management. I founded RTG Studio and developed an online game inspired by the "Squid Game" series. I won first place in the Game Gam competition by public vote, and I have several games published on Google Play. I am passionate about game development and constantly seeking to learn new technologies in the field.

SKILLS

- Team Leadership and project management.
- Game Development with C# (3 years)
- Blender (basic experience).
- Environment and Lighting design
- level design
- Teamwork
- Teamwork experience with git

PORTFOLIO

- **Facebook: My Team Padge**
- **Mostaql**: My Portfolio
- **Google Play:** The Ghost , Lantern Ninja
- **Itch.io**: The Lost Tree
- **YouTube**: My Videos

AWARDS

- First Place in Game Zanga (Special Edition)
- Won with the game (Implant Mission) based on the public vote.
- News coverage links:
1. Pocket Gamer
2. Digitale Anime

LANGUAGES

- Arabic: Native
- English: Intermediate

WORK EXPERIENCE

Grays   2022

- Reskin Game Developer
- Worked with a small team specialized in reskinning games.
- I worked on 4 projects

RTG Studio   2023

- Founder and Game Developer
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- Developed an online project titled Full Up using Unity and Photon.
- The concept was inspired by the "Squid Game" series.
- Duration: 4 months.
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- Freelance Work on Mostaql
- Developed several games, including:
- 3D X,O
- Flying Lanterns
- Correct Color
- Runner Dino
- Development time for each game ranged from 4 to 7 days.
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- King Strategy
- Developed the strategy game King Strategy, available on Google Play.
- Duration: 2 months.
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- Worked on over 30 projects, including:
- The Ghost
- The Pyramid
- Running Wall
- Sci-Fi Shooter
- Samori.io
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- Game Gam Competition
- Participated with the game Implant Mission and won first place by public vote.
- The event was covered by several news outlets.

ASH Studio   2024\2025

- I worked in 3 different roles Developer | Level designer | Producer
- I am currently participating in the development of the "Azooma Scape" project