

KHALED ELSAYED ZAKARIA

GAMEPLAY PROGRAMMER

CONTACT ME AT

+20 114 418 1878 | khaled71612000@gmail.com | linkedin.com/in/khaledelsayeddev | Credly | github.com/khaled71612000 | KhaledElsayedZakaria.com | Cairo, Egypt - Available for Relocation

BIO & OBJECTIVE

Game developer with 2+ years of game development experience and 2 years in web/mobile development. Skilled in Unreal Engine and C++, specializing in gameplay mechanics and performance optimization. Currently focused in AAA game development, enhancing player engagement through innovative mechanics and reliable code.

TECHNICAL SKILLS

GAME ENGINES & FRAMEWORKS:

- Unreal Engine 4, 5
- Unity 2D & 3D
- Phaser, Box2D, SFML
- OpenGL & WebGL

PROGRAMMING LANGUAGES:

- C++, C#
- Unreal Visual Blueprints
- Python, JavaScript, TypeScript
- GLSL, HLSL

DEVELOPMENT TOOLS & PRACTICES:

- Git, Perforce
- Jira, Microsoft Teams
- Visual Studio, Adobe Suite
- Object-Oriented Programming
- Data Structures & Algorithms
- Design Patterns
- Math and Physics
- Software Modeling & Agile Methodology

LANGUAGES

- Arabic (Native)
- English (Fluent)
- French (Good)

WORK EXPERIENCE

Gameplay Programmer - Full Time

Limbic Entertainment GmbH, Cairo Office

Aug. 2022 - Current

- Played a key role in the production phase of the AAA shipped title "Park Beyond"
- Developed cross-platform features for PC, PlayStation 5, and Xbox Series using Unreal Engine 4 C++.
- Implemented 138 gameplay objectives, enhancing player engagement and overall game experience.
- Led bug reduction efforts by managing Jira tickets, providing fixes, and tracking bug reports, resulting in a 30% reduction in bugs. Consistently met deadlines and was a top contributor to tech bug fixing.
- Conducted research on camera systems in Unreal Engine and maintained plugins, ensuring code reliability by adhering to high coding standards, including thread safety and memory management.
- Enhanced gameplay mechanics, including missions, and implemented saving mechanisms, improving game performance.
- Developed placement and selection mechanics for rides and shops, increasing functionality by 15%.

Unreal Engine Instructor - Contract

Feb. 2023 - Aug. 2023

- Taught Unreal Engine at five centers and remotely, enhancing developers' skills.
- Delivered training on game development, engine extensions, and workflow optimization.
- Designed tailored curriculum and hands-on projects, resulting in improved practical learning and skill enhancement.

Game Developer - Professional Post-Graduate Diploma

Epic Training Partner - Information Technology Institute (ITI)

Aug. 2021 - 2022

- Earned a Diploma in Game Development with top honors.
- Completed over 15 projects in 9 months, including a VR shooter and "Top-down shooter" showcasing advanced game development skills.
- Led a team of six on the game "Humanity Last Resort" using Unreal Engine 4 C++. implementing complex mechanics such as day/night cycles, AI path navigation, and particle systems.

BAUER Egypt

Nov. 2020- Jul. 2021

- Received training from senior software developers where I addressed security concerns and integrated third-party APIs for data retrieval, social media integration, and "Payment Processing".

Contract - Freelancer

Jun. 2020 - Jul. 2021

- Launched successful projects for 20+ companies using different technologies, enhancing operational efficiency and client satisfaction.
- Created 2D/3D graphics, UI/UX designs, and ad campaigns, increasing visibility by 55%.
- Built websites and mobile applications including "Email Platform" and "Ecommerce apps", enhancing operational efficiency by 70%.


EDUCATIONAL HISTORY

Unreal Engine Instructor Program, ITI, On-Site

June 2022

Egypt

Participated in the Unreal Engine Instructor Program at ITI Egypt and became a certified instructor


- Received comprehensive training in teaching Unreal Engine concepts and techniques
- Advised aspiring developers in creating games, including the project "[My2DMind](#)" 

Misr University For Science And Technology

Aug 2017 - June 2021

Egypt

Completed Bachelor's degree in Computer Science at a prestigious college in Cairo

- Graduated with honors (GPA: 4.0).
- Key project: "[Intelligent Social Network integrated with a Knowledge-based system](#)"  with an A+ grade.

ACTIVITIES & VOLUNTEERING

Global Game Jam Organizer

Jan (2022)

- **Organized and facilitated game development events, fostering community collaboration and creativity.**

DSC MUST Member

Mars (2019)

- **Contributed to game development projects and community initiatives.**

ECPC Club - Instructor

Jan 2018

- **Provided instruction and mentorship in game development and programming.**