

Assembly Games Egypt

Finally the organized front of Egypt's game development industry, built by studios, for the ecosystem.

01 One organized front

A single credible body **international** partners can recognize, trust, and work with.

03 Real outcomes only

Every program have **metrics**: jobs placed, deals closed, projects shipped.

02 A shared standard

Define **hire-ready** and **market-ready in Egypt** — and hold it across the ecosystem.

04 A global bridge

Egypt's permanent seat at the **global** table through international partnerships.

WHAT AGE RUNS

01 Employer Council

Member studios collectively define Egypt's hiring standard — role ladders, portfolio bars, and test tasks.

02 Structured Talent Matchmaking

Studios post a role; candidates pass a rubric; pre-screened 1:1 interview events. No open networking floors.

03 Mentorship Program

Structured 8-week pairings between senior practitioners and emerging developers. Trained both sides.

04 Portfolio Reviews

Attend with your work. Leave with specific written feedback on exactly what to fix and why.

05 Salary Standard

Egypt's first public reference for what game developers actually earn, by role and experience level.

06 Investor & Publisher Access

Pitch preparation, business support, and curated introductions to investors looking at game dev teams.

07 Events, Accelerators, and Incubators

Work with local, regional, and international initiatives to launch new programs supporting the local industry.

WHAT AGE SOLVES FOR YOU

GREAT PROGRAMS. WRONG OUTCOMES.

Bridge the gap between what you teach and what studios actually hire for.

The gap between what institutions teach and what studios actually hire is widening — and graduates are paying the price. AGE connects your institution directly to the market: real practitioners in your classrooms, real standards for your curriculum, and real opportunities for your students.

WHAT YOU GET FROM AGE

01 Employer Council — Curriculum Feedback

Direct employer feedback on your curriculum — Studios hiring your graduates tell you what's working, what's missing, and what skills they struggle to find.

03 Structured Talent Matchmaking

A placement pipeline, not just networking events — Internship coordination and structured interview access for your students through AGE's talent matchmaking.

05 Salary Standard for graduate positioning

Salary benchmark for student career guidance — Help graduates enter the market knowing what to expect and how to negotiate from real information.

02 Practitioners in your classrooms

Senior practitioners in your classrooms — Game developers, art directors, producers, and studio leads available as guest speakers through the AGE network.

04 Portfolio Reviews

Portfolio reviews for students before they graduate — Professional feedback on where student work stands against the real industry bar, with specific direction.

06 Market credibility for your institution

Recognition as an industry-connected partner — Listed in AGE materials as a program that takes industry standards seriously — not just in brochures.

WE NEED FROM YOU

- Name a contact with real capacity to coordinate — not a forwarding address
- Give students genuine access to AGE programs, not just awareness of them
- Complete one joint activity per year: workshop, review, lecture, or internship
- Apply industry feedback to your curriculum — not just receive it
- Operate as a partner, not a client — value flows both directions

WHO FITS

- Universities and institutes with game dev or interactive media programs
- Training programs and bootcamps producing job-ready practitioners
- Career offices with students entering game dev or adjacent fields
- The test: do your graduates work in game dev or real-time production?

HOW TO JOIN

1. Assign a named contact within your institution
2. Schedule one conversation with AGE
3. Agree on a first collaborative activity

[ASSEMBLYGAMESEGYPT.COM](https://www.assemblygameegypt.com)

The gap between what you teach and what studios need is real. AGE is how you close it.