

# 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

# HARD-WON EXPERTISE. NO OUTLET.

Your experience is rare. Use it where it produces real outcomes, not optics.

Senior practitioners in Egypt have knowledge the ecosystem desperately needs — but no structured channel to share it at scale. AGE gives you an organized stage, a matched audience, and multiple contribution formats so your experience reaches the people it can change.

## WHAT YOU GET FROM AGE

### 01 Structured mentorship program

Matched mentees, not random pairings — Matched based on your expertise and the mentee's specific goals. No mismatched sessions. No wasted hours.

### 02 Practitioner Talk Series

A credible, curated stage at AGE community events — audiences who are there to learn, not collect a LinkedIn impression.

### 03 Open House Sessions

Lead focused craft sessions in your area of expertise — production, technical, business, or design.

### 04 Portfolio Review Sessions

Portfolio reviews with real candidates — Structured sessions where your feedback changes specific people's trajectories. Not one-off commentary.

### 05 Employer Council Input

Named contributor recognition — Your contribution is credited in AGE materials, not absorbed anonymously into "we had great speakers."

### 06 A peer community worth joining

Contribution that compounds — The practitioners you mentor become the hiring managers and mentors of the next cohort. This outlasts any project.

## WE NEED FROM YOU

- Honor scheduled sessions — cancellations need 48 hours' notice minimum
- Commit to one full channel: an 8-week cohort, one talk, or a review session
- Give specific, actionable feedback — what to fix, how, and by when
- Flag availability changes early — reassignment is fine, disappearing is not

## WHO FITS

- Senior developers, art directors, technical leads, producers, studio founders
- Game educators and researchers with hands-on industry experience
- Experienced practitioners in game dev or adjacent real-time fields
- The test: do you have experience the next generation needs to learn from?

## HOW TO JOIN

1. Express interest to the Executive Director
2. AGE matches you to the right program
3. Show up, contribute, repeat

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Your knowledge stays inside your head until you share it. AGE gives you the room.