Ahmed Mohammed Alfiki

Software Engineer - Game Developer

+201558643386 - aelfiky71@yahoo.com - Egypt linkedin.com/in/ahmed-alfiki fiki.fun

SUMMARY

Experienced game developer proficient in Unity with a strong background in game design and technical art with 2 years of experience, released multiple games and won a number of gamejams, I have all it takes to create complete games on my own, but I also have a collaborative mindset and enjoy working alongside teammates.

ATTRIBUTES

- Technologies Unity, Unreal, Godot, Blender, SDL, OpenGL, Pygame, Aseprite
- Skills OOP, Agile, Git, Design patterns, Communication, Game Design, UI/UX
- Languages Java, C#, C++, Python, JavaScript, HTML

AWARDS

- Egyptian Indie Game Festival 2022 Game Jam First Place winner
- GUC Vector Game Studio 2022 Game Jam First Place

PROFESSIONAL EXPERIENCE

Technical ArtistGolden Eagle Tech | Remote | Full-time

September2023 - Present

- Combining technical knowledge with artistic creativity to design and implement visually appealing game UI and elements.
- Developing and maintaining scripts, features, and tools.
- Working on in-house projects while also collaborating with other studios on released titles like Koro Neko and Kykuyo.
- Unity Game Developer Upwork | Remote | Freelance
 February 2023 August 2023
 - Using various tools to design and develop games and finish commissions
 - delivering interesting and engaging quality video games to clients
- Game Developer Phantasm Solutions | Cairo | Full-time July 2022 - August 2023
 - $\circ~$ Utilized advanced Unity and C# expertise to prototype immersive gameplay experiences and dynamic game mechanics.
 - Leading a team of game developers and artists, ensuring quality standards. Marking significant milestones in game design.
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• Game Designer

Yajulu | Remote | Part-time

November 2023 - March 2024

- $^\circ\,$ create the vision, mechanics, levels, and narrative of a game, collaborating closely with team members to bring it to life.
- \circ iterate through prototyping and testing, ensuring a compelling player experience.

EDUCATION

Bachelor of Engineering	German University in Cairo
	September 2017 - July 2022
Faculty	Media Engineering and Technology
Graduation Project	Information revision in Java SnePS 3.0

PROJECTS

Project Name	Description	Link
Cyclic Cellular Automata	A complex cellular automaton simulation for image pattern generation	<u>fikifiki.itch.io/cca</u>
Concurrent	2D Arcade game and the First Place Winner of the EIGF Game Jam 2022	<u>fikifiki.itch.io/</u> <u>concurrent</u>
Star Destroyer	2D space shooter game made for Kenney Jam 2023	<u>fikifiki.itch.io/star-</u> <u>destroyer</u>
Digital Distrib	Command terminal game made for 1-bit jam 2#	<u>fikifiki.itch.io/digital-</u> <u>distrib</u>
Koro Neko	Nomadroid studio's charming puzzle game	<pre>store.steampowered.com/ app/2543350/KoroNeko/</pre>
Solar	Kykuyo's Real-World Exploration game	www.kykuyo.com/

STATUS

- Birth: 28/6/1999
- Army: Exempted
- Nationality: Egyptian
- Marital: Single

LINKS

Website: <u>fiki.fun</u> LinkedIn: <u>linkedin.com/in/ahmed-alfiki/</u> Portfolio: <u>Fikifiki.itch.io</u> More: <u>cosoc.com/Fiki</u>