

ABDULLAH BADAWY

Game Developer



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SKILLS

Game Development

Unity3D Game Development using C#

Computer Graphics

OpenGL, WebGL, GLSL, CG, Cinder and Three.JS

Desktop Application Development

C# and .NET Technologies (ADO.NET, LINQ, EF, Windows Forms, WPF)

Programming Languages

C#, C++, JavaScript

Summary

A unity certified expert programmer, with 5+ years of experience in game development, passionate about computer graphics and creating high fidelity mobile games.

Work History

- Nov 2017
Present
Game Developer
[TELI – University of Hong Kong](#)
Developing educational games and gamified applications for university courses.
- Mar 2017
Oct 2017
Unity3d Developer
[Praxilabs](#)
Developing 3d virtual laboratory (Chemistry and Biology) educational application, targeting high schools and universities students.
- Jan 2016
Oct 2016
Virtual Reality Developer
[BytesStudios](#)
Developing 3d virtual laboratory (Chemistry and Biology) educational application, targeting school and university students.
- Sep 2013
Jul 2015
Teaching Assistant
[Information Technology institute\(ITI\), System Development and Gaming Center of Excellence](#)
Developing curriculum for the nine-month Game Development Diploma. Teaching: Mathematics for Game Development, Computer Graphics with OpenGL, Web Gaming using WebGL and Three. Js, Unity3d. Managing student gaming projects.
- Jan 2014
Present
Indie Game Developer
Designing, implementing, testing and publishing my own gaming ideas. Creating and publishing Unity3d assets and tools ([asset store publisher account](#)).

Education

- 2012 - 2013
9-Month Postgraduate Diploma, Game Development
[Information Technology institute\(ITI\)](#)
Class rank: 1st of 11
Graduation project: 1001 Rope , 2D physics-based casual game for mobiles and tablets that was developed using Unity
- 2007 - 2012
B.Sc. Degree in Computer Engineering
[Helwan University](#)
Class Rank: 6th of 120
Accumulative Grade: Very Good

Certificates

- 2020 - 2022
Unity Certified Expert Programmer
[My Certificate](#)
The highest certificate provided by unity to certify highly experienced programmers

Volunteer Work

2014 - 2017 Organizer
[Global Game Jam](#)
Event organizer at the annual Global Game Jam Egypt (ITI-EGJ)

Honors & Awards

Mar 2016 Unity3d Developer Contest 2016
[Honorable Mention](#)
Honorable mention prize (top 20 games) for the game Dabdob

April 2016 IMGA MENA
[Nominee](#)
Dabdob game Nominated for 1st IMGA MENA

Freelance and Indie Projects

Jul 2014 Dabdob - indie game
Dec 2015 [Play Store](#) | [Windows Phone Store](#)
2D physics puzzle game for mobiles and tablets.
The game won an **honorable mention prize** in [Unity3D 2016 Contest](#)

2013-01 E-Robot - freelance project
2013-09 [Demo](#)
Educational Embedded system Application for children and teenagers. The application was made using C#/Windows Forms, in which the user creates the programming logic graphically, while the application converts this logic into C equivalent code, then burns it on a microcontroller with a custom kit designed for this purpose.

Aug 2012 CIS Scanner - freelance project
Dec 2012 CIS scanners (IR led array) with image processing techniques to identify text in Dutch ID Cards.

Languages

Arabic Mother tongue
English Full professional proficiency