

Maged Ahmed Abdelrahman

Game Programmer — Unreal Engine 5 Developer

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Professional Summary

Game Programmer specializing in Unreal Engine 5 with strong focus on gameplay systems, AI behavior, and interactive mechanics. Experienced in building complete gameplay features from concept to implementation. Strong problem-solving mindset with the ability to work under time constraints and collaborate effectively within a team.

Work Experience

- **Runproff LLC** Alexandria, Egypt
3 Months
Game Developer
 - Developed a palletizer system in Unreal Engine using Blueprint-based architecture.
 - Making a local database and save system using Unreal's GameSave system.
 - Dealing with the client and turning requirements into a real system.
 - Handling the math behind the system.
 - Connecting the aspects of the system so the user gets the required output at the end.
 - Handling the output (a JSON file containing all data the user entered, created, or interacted with in a specific format for the client).
 - Collaborated on system logic and optimization for practical industrial simulation use.

Projects

- **Palletizer System**
Blueprint-based gameplay system for optimized box placement on pallets.
- **[Denshway Revenge](#)**
Historical-themed (Game Jam) gameplay project.
- **[Size Matters](#)**
3D puzzle game (Game Jam) featuring a shrink-ray mechanic.
- **[Experience](#)**
immersive 3D tourism experience (Graduation Project) bridging desktop simulation and mobile app.

Education

- **Suez Canal University**
Faculty of Computers and Informatics

Technical Skills

Engine & Tools: Unreal Engine 5 (C++ & Blueprints), Visual Studio 2022, Git ,
Basic Knowledge in (Unity & C#) ,Gameplay Systems
Programming, Game Logic & Systems Design, Puzzle Mechanics
& Interactive Systems Development

AI & Animation: AI Behavior Implementation, Pawn Sensing & AI Perception,
Animation Systems (Anim Montages, State Machines, Animation Blueprints)

Programming: C++ & Blueprint Communication, Object-Oriented Programming

Collaboration: Collab with Artists and Sound Designers

Other: Desktop Development; willing to learn XR and mobile development

Languages

Arabic: Native **English:** B2 Level