# REMON RAMY

GAME DEVELOPER

## 👤 ABOUT

Ambitious and career-oriented developer looking to work with leading video game industry professionals. A quick learner who adapts very quickly to new tasks and challenges; who's always excited to take on new projects and turn ideas into reality.

## 💼 WORK EXPERIENCE

### Nimblebot
🌐 https://nimblebot.com
November 2021 – Present

**Software Development Contractor**
[**Massachusetts, United States**] Remote consultancy position (Contract), responsible for providing software development materials such as documents, recordings, full projects, and more for use in Coursera Rhyme hands-on practical projects.

**Highlights**

| |
|---|
| Responsible for authoring Software Development course content from scratch. |
| Responsible for creating educational excercises and evaluations. |
| Responsible for creating hands-on projects from scratch to cover course content. |
| Responsible for recording visual and auditory course content. |
| Responsible for overall course management on Coursera. |

### GoMyCode
🌐 https://www.gomycode.com
February 2021 – Present

**Game Development Instructor**
[**Midtown, Cairo, Egypt**] Part-time position, responsible for three levels of Game Development tracks offered both offline and online.

**Highlights**

| |
|---|
| Responsible for running weekly offline and online course sessions. |
| Responsible for keeping track of student progress. |
| Responsible for delivering technical workshops to students and publicly to the online community. |
| Responsible for conducting periodic one-on-one evaluation interviews with students. |
| Responsible for reviewing and evaluating student projects. |
| Occasionally suggested modifications to the course curriculum. |
| Responsible for organizing other activities among students. |

### Genesis Creations S.A.E
🌐 https://www.genesiscreations.co
April 2018 – Present

**Lead Game Developer**
[**Maadi, Cairo, Egypt**] Full-time position, started as contract work. Remon temporarily acted as **Head of Game Development** from the 20th of January 2020 to the 8th of November 2020.

**Highlights**

## ◎ CONTACT

📍 32 Pyramids St.
Cairo, Giza 12556, EGYPT

📞 +20 (109) 095 9980

✉ remon@remonramy.com

🌐 https://www.remonramy.com

in LinkedIn
remonramy

## SKILLS

**Game Development** `master`

`Unity3D` `C#` `AR/VR` `PC` `Android` `iOS` `HDRP` `URP` `Gameplay` `Artificial Intelligence` `Physics` `Animation` `Input` `UI` `Sound` `Networking` `Sequencing` `Optimization` `3D Math` `YAML` `Game Engine Editor Tools` `Game Tools` `Game Testing` `.NET` `Microsoft Visual Studio`

**Project Management & Version Control** `advanced`

`Scrum` `Git` `GitHub` `GitLab` `Atlassian Jira (intermediate)` `Atlassian Confluence (intermediate)` `Atlassian Trello` `Microsoft Office` `Google Documents` `Technical Writing` `Project Management` `Small Team Leadership`

**Backend Web Development** `advanced`

`PHP` `Laravel (beginner)` `Database` `HTML` `CSS` `SQL` `GraphQL (beginner)` `JSON` `XML` `JavaScript (intermediate)` `TypeScript (intermediate)` `NodeJS (intermediate)` `Express (intermediate)` `Postman` `PHPStorm` `Eclipse` `Brackets` `Web/Network API` `High-level Application Network Communication (intermediate)` `E-Commerce (intermediate)`

**Cybersecurity** `advanced`

`Security Analysis` `Security Testing` `Vulnerability Scanning` `Database Security` `Video Game Security` `Web Security` `System Security` `Ethical Hacking` `Reverse Engineering (beginner)` `Malicious Software Analysis (beginner)`

**Database Design** `intermediate`

`SQL` `PhpMyAdmin` `MySQL` `SQLite (beginner)` `Microsoft Access (beginner)`

**Game Art** `beginner`

Responsible for development of various Video Game, VR, AR, Simulation, Web, Mobile Application, and .NET Application projects.

Managed a 3-person development team for an extended period of time

Acted as Scrum Master and handled all related responsibilities including project planning, task assignment, scrum meeting organization, etc.

Handled organization cybersecurity and took necessary measures to protect data, API's, and other local and remote resources for all projects

Handled many technical proposals and other business documents for various projects, as well as some detailed technical documentations of my work.

Organized and took part in formal business meetings with clients.

Took part in employee training and orientation for clients and partners.

Took part in the interviewing and evaluation process of Genesis Creations' job applicants.

Occasionally worked on other aspects of the Game Development process including but not limited to: Database design, lighting, 3D modeling, 3D animation, 3D rigging, 3D texturing, voice acting, sound effects, audio engineering, post-processing, particle effects, and video editing.

Promoted from Game Developer to Lead Game Developer, and temporarily acted as Head of Game Development.

## Vodafone
 https://www.vodafone.com/
December 2015 – September 2016

### Alternative Dispute Resolution Specialist
[**6th Of October City, Giza, Egypt**] Full-time and part-time over different periods. Worked under Vodafone International Services (VIS) department, also known as Vodafone Shared Services Egypt (VSSE) for Vodafone United Kingdom.

#### Highlights

Handled a little under 3,000 UK customer service phone calls.

Handled all e-mail conversations and text messages on behalf of Vodafone when dealing with customers, and on behalf of Vodafone Customers when dealing with 3rd parties.

Handled numerous internal calls, communications, and transfers.

Dealt with various in-house systems to manage customer accounts, data, services, and internal records.

Was a high-rated adviser (High Transactional Net Promoter Score), and received a performance excellence certification for one quarter.

Was later promoted from International Account Adviser to Alternative Dispute Resolution Specialist, and specialized in handling and resolving customer complaints with certain managerial privileges including credit reimbursements and authorization of goodwill credit on behalf of Vodafone.

## 👥 VOLUNTEER

### NASA Space Apps Challenge
 https://2021.spaceappschallenge.org/
October 2021 – October 2021

#### Local Judge
Acted as a local judge for the Aswan region.

---

3D Modeling · Animation · UV Unwrapping · Texturing · 3D Optimization · Rigging · Image Editing and Manipulation (advanced) · Blender · Allegorithmic Substance Painter · Adobe Photoshop (advanced) · Lighting (intermediate) · Post-processing Effects (intermediate) · Particle Effects

**Other Personal Experience** · various skill levels

C/C++ (advanced) · Visual Basic (advanced) · WFA (advanced) · WPF (beginner) · Java (intermediate)

## 🏛 EDUCATION

**2014 2019** — **Misr University for Science and Technology (MUST)**
🎓 Bachelor of Science in Information Technology (BSIT)

Facculty of Information Technology, Department of Computer Science, 6th Of October City

GPA: 3.04

## ✳ AWARDS

**August 2020** — **Mentors Without Borders**
🏆 Certificate of Recognition

**August 2018** — **ERCD Office - ACM ACPC**
🏆 Certificate of Achievement x2

**June 2016** — **Vodafone Egypt**
🏆 Performance Excellence

**November 2015** — **ERCD Office - ACM ACPC**
🏆 Certificate of Achievement

**April 2013** — **Abu Al Nomros Educational Administration, Giza Governorate**
🏆 Certificate of Appreciation

## 🈯 LANGUAGES

| English | Bilingual |
|---|---|
| Arabic | Native |
| German | Elementary |

**Highlights**

| Evaluated all submissions. |
| Interviewed teams and provided feedback. |
| Contributed to the rating process. |

## IEEE Olympics 10
🌐 https://ieeemansb.org/ieee-olympics-10/
September 2020 – October 2020

### Judge
Acted as a judge for the competition hosted by IEEE Mansoura Branch.

**Highlights**

| Evaluated all submissions. |
| Provided written feedback. |
| Contributed to the rating process. |

## Mentors Without Borders
🌐 https://www.mentorswithoutborders.net
August 2019 – Present

### Mentor
Mentors Without Borders is a non-profit organization that aims to teach unprivileged young people from all over the world how to enjoy the process of setting goals and taking steps towards these goals in their chosen fields.

**Highlights**

| Attended monthly MWB meetings discussing updates and plans to increase the organization's reach in different countries and partnerships with other NPO's. |
| Attended meetings with 3rd party organizations and companies such as Talents Arena, and the SENS Organization regarding potential partnerships and collaboration. |
| Mentored 1 student seeking to receive MWB certification. |

## MUST ACM Student Chapter
🌐 http://www.must.edu.eg
July 2016 – February 2018

### President
Co-founder of MUST ACM Student Chapter. Became president of the chapter at the recommendation of college staff. Responsible for free training sessions for students, free educational events, and free team management for those interested in participating in the ACM ECPC, or ACPC competitive programming contests.

**Highlights**

| Closely mentored students in weekly beginner and intermediate training programs. |
| Supervised competitive programming contests run by the chapter for students registered within the training programs. |
| Handled all chapter paperwork and authorization documents required to book university theatres, rooms, and equipment required for events and training. |
| Managed the initial chapter team of 8 members and organized student training, event plans, and logistics. |

## ❤ INTERESTS

**Activities**

Game Jams  Competitive Programming
Hackathons  Events & Public Speaking

**Sports**

Swimming  Cycling  Kickboxing

**Hobbies**

Gaming  3D Art  Music Composition

**Favorite Video Games**

Battlefield 3  World War Z  GTA V
Hitman

## ☑ REFERENCES

Having worked with Remon closely in the Covid year which is critical in the life cycle of almost all startups, I can honestly and boldly say he's been more than an employee. He was a partner. Remon is smart, fast, super invested, and super hard working. You would just share about a new project or a new idea, and he would get fired up and start working. He's honest and doing great at communication with superiors and team mates. I can almost guarantee that if you put this man on a project that he's passionate about, you will absolutely be amazed of how he will tie your expectations to a rocket and fire it to space. He's an Avenger when it comes to hiccups or road blocks.

**Bassem William, CEO - Genesis Creations [+20 (120) 777 7641]**

Remon was always focused on his progress, he has a tremendous amount of energy while working, he works with passion and mind, when we have an impossible task, we always knew he would deliver. He is always learning new skills and always improving. During my time with Remon, he has always been professional, brilliant and a fantastic team leader , and most importantly a one man team.

**Assem El-Mansi, CTO - Genesis Creations [+20 (109) 114 4290]**

### MUST Facculty of Information Technology Student Union
🌐 http://www.must.edu.eg
September 2015 – April 2017

#### Member
Member of the Scientific committee of the MUST IT Student Union.

#### Highlights

Assisted with the organization of various ITSU events.

Took part in free educational sessions offered by the ITSU to students.

Attended ITSU meetings and voted on important union decisions.

Represented the ITSU on various occasions during interactions with students and college staff.

### Microsoft Tech Club MUST
🌐 http://www.must.edu.eg
May 2015 – June 2016

#### Member
Member of the MTC Club MUST.

#### Highlights

Assisted with the organization of MTC events.

Assisted with MTC marketing and social media presence.

## PROJECTS

**AXA Sayef Safely (Shipped)**: A VR driving simulation video game requesed by **AXA Insurance (Egypt)** for promoting driving safety. It has been used in multiple events across Egypt hosted by AXA, and sponsored by **Uber**, **Total**, and **The Nada Foundation**. [*Unity3D, VR, Oculus Rift, LeapMotion, Logitech G27/G29, Gameplay, Physics, Input, Artificial Intelligence, Sequencing, UI, Sound, Optimization, Lighting, Level Design, Particle Effects, Game Testing, C#, MS Visual Studio*]

**Vodafone World (Shipped)**: A VR employee orientation video game requested by **Vodafone (Egypt)** and signed off by **Vodafone (United Kingdom)** for usage within the Vodafone UK Account in Egypt. It is used as part of the employee orientation process at Vodafone for all new trainees within the UK account. [*Unity3D, VR, Oculus Quest, URP, Project Management, Team Leadership, Gameplay, Physics, Input, Artificial Intelligence, Sequencing, UI, Sound, Network, Security, Optimization, Lighting, Level Design, Particle Effects, post-processing Effects, Game Design, Game Testing, C#, MS Visual Studio, Voice Acting, Git, Scrum*]

**Solar Boat Transportation Animation (Shipped)**: A major animation video requested by the Orascom/BESIX Joint Venture **(Egypt, Belgium)** for the complex engineering process of moving the Khufu Sun Boat (Solar Boat) from its old museum at the Pyramids Complex to its new location at the Grand Egyptian Museum. [*Unity3D, Blender, Animation, UV Unwrapping, Texturing, Sequencing, Physics, Optimization, Lighting, Level Design, Project Management, Team Leadership, C#, MS Visual Studio, Git, Scrum*]

**Kids Wonder Management System (Shipped)**: A point of sale and storage management system with support for Barcode scanning for products, and RFID scanning for guests. [*C#, .NET, WPF, MS Visual Studio, Git, Scrum*]

**Unnamed Dirving Simulation Project (Under Development, confidential)**: A large scale driving simulation meant to test and evaluate driving skills, as well train users to become proficient drivers. Custom hardware (real connnected car components) and Arduino are used for this project to emulate the exact look and feel or a real life car. [*Unity3D, Logitech G29, Logitech G29 Shifter, Gameplay, Physics, Input, Artificial Intelligence, Sequencing, UI, Sound, Optimization, Lighting, Level Design, Particle Effects, Game Testing, C#, MS Visual Studio, Git, Scrum*]

**Mazloum API (Under Development)**: A backend e-commerce API for **Mazloum (Egypt)** responsible for all requests made by and data fed to the Mazloum Website, Mazloum iOS

and Android AR applications. [*PHP, Laravel, NodeJS, TypeScript, Express, PhpMyAdmin, Postman, MySQL, JSON, OracleDB, Eclipse, Brackets, PHPStorm, Team Leadership, Software Testing, Git, Scrum*]

**Confidential In-House API (On Hold, confidential)**: An API backend for a social-media-like website, ioS and Android applications that is currently being developed by Genesis Creations. The project will remain confidentail until its first announcement as part of the marketing campaign. [*PHP, Laravel, PhpMyAdmin, MySQL, JSON, GraphQL, PHPStorm, Software Testing, Git, Scrum*]

**Confidential In-House AR Project (Under Development, confidential)**: AR solution that is currently being developed by Genesis Creations targetting web and standalone PC platforms (Windows/Mac/Linux). [*Unity3D, AR, WebGL, PHP, Laravel, PhpMyAdmin, MySQL, JSON, GraphQL, PHPStorm, Software Testing, Git, Scrum*]

**Mazloum Website (Under Development)**: A full-fledged e-commerce solution requested by **Mazloum (Egypt)** to replace their existing website. [*Project Management, Team Leadership, JavaScript, HTML, CSS, Git, Scrum*]

**Mazloum AR Application (Under Development)**: A full-fledged e-commerce solution requested by **Mazloum (Egypt)** which offers AR support for multiple user queries. [*AR, Project Management, Team Leadership, Git, Scrum*]

**Virus Control (Cancelled)**: A mobile hyper-casual video game that was being developed by **Genesis Creations (Egypt)** targetting both iOS and Android devices. [*Unity3D, VR, URP, Android, iOS, Project Management, Optimization, Game Design, C#, MS Visual Studio, Git, Scrum*]

**Unnamed VR Training Demo Experience (In Progress, confidential)**: A medical training experience for a client based in **Canada**. This project is currently confidential. [*Unity3D, VR, HDRP, Input, Gameplay, 3D Modeling, Game Design, Lighting, Level Design, Project Management, Team Leadership, C#, MS Visual Studio Git, Scrum*]

**Vodafone Escape Room (Temporarily halted due to COVID-19)**: A VR employee teamwork-development video game requested by **Vodafone (Egypt)** for usage within the Vodafone UK Account in Egypt. It is used as part of the employee training process to help employees develop teamwork skills. This game involves physical objects that are connected to the in-game experience through controlled random seeds. [*Unity3D, VR, Oculus Quest, URP, Project Management, Team Leadership, Gameplay, Input, UI, Sound, Optimization, Lighting, Level Design, Game Design, Game Testing, C#, MS Visual Studio, Git, Scrum*]

**Secrets of the Face (Finished)**: An educational iOS mobile application requested by **Facemap Ventures LLC (Malibu, California)** which offers a variety of informative chapters on psycho-physiognomy. [*Unity3D, iOS, Input, UI, Sound, Optimization, Application Testing, C#, MS Visual Studio, Git*]

**Genesis Installer (Finished)**: A custom software installer created for Genesis Creations. [*C#, .NET, WPF, MS Visual Studio, Git*]

**Mazloum VR Solution (Cancelled)**: A solution built for Mazloum employees within the Unity3D Engine requested by **Mazloum (Egypt)** to enable on-demand VR previews for VIP clients. Genesis Creations was handling the training process for Mazloum employees. [*Unity3D, VR, Input, Employee Training, Project Management, Team Leadership, Lighting, Level Design, post-processing Effects, Optimization, C#, MS Visual Studio, Git, Scrum*]

**Coca-Cola VR Demo (Finished)**: A VR employee orientation demo proposed to **Coca-Cola (Egypt)**. [*Unity3D, VR, Oculus Quest, URP, Project Management, Team Leadership, Input, Gameplay, Physics, Sequencing, UI, Sound, Security, Optimization, Lighting, Particle Effects, Game Testing, C#, MS Visual Studio, Voice Acting, Git, Scrum*]

**STC VR Demo (Finished)**: A VR employee orientation proposed to by **Saudi Telecom Company (Saudi Arabia)**. [*Unity3D, VR, Oculus Quest, URP, Project Management, Team Leadership, Input, Gameplay, Physics, Sequencing, UI, Sound, Network, Security, Optimization, Lighting, Particle Effects, Game Testing, C#, MS Visual Studio, Voice Acting, Git, Scrum*]

**Crane Simulation VR Demo (Finished)**: A VR crane operation demo proposed to the **Egyptian Armed Forces**. [*Unity3D, VR, Oculus Rift, Thrustmaster Ferrari 599XX EVO, Logitech G29, URP, Project Management, Team Leadership, Input, Gameplay, Physics, Sound, Optimization, Lighting, Level Design, Game Testing, C#, MS Visual Studio, Git, Scrum*]

**City VR Demo Video (Finished)**: A VR demo proposed to the **United Nations** for a project under their Sustainable Development program. [*Unity3D, VR, Oculus Rift, Project Management, Input, Optimization, C#, MS Visual Studio, Git, Scrum*]

**Architectural VR Management Software Demo (Finished)**: A VR demo requested by **Constructive (Egypt)** to connect Construction Project Managers and Clients intuitively using VR. [*Unity3D, VR, Oculus Rift, Input, Project Management, Lighting, Level Design, Optimization, C#, MS Visual Studio, Git, Scrum*]

**BSC Mobile Demo (Finished)**: A mobile application demo presented to the **British Schools in Cairo** to connect school interviewers with students remotely, as a replacement for traditional interviews due to COVID-19. [*Project Management, Team Leadership, Git, Scrum*]

**CIB AR Form Guide Demo (Finished)**: An AR mobile application demo presented to the **Commercial International Bank (Egypt)** to help CIB customers understand all fields within a form they scan before filling through audio and visual media. [*Project Management, Team Leadership, Git, Scrum*]

**On Call (PERSONAL PROJECT, Cancelled)**: A simulation/strategy video game where a 911 emergency dispatcher is faced with the toughest of decisions that can potentially lead life or death for her callers. The project failed to maintain a team of 14 people and was ultimately cancelled due to lack of funding. [*Unity3D, HDRP, PC, Input, Gameplay, UI, 3D Modeling, 3D Texturing, Game Design, Level Design, Optimization, Lighting, Project Management, Team Leadership, C#, MS Visual Studio, Git*]

**Vindictive (PERSONAL PROJECT, Under Development)**: A zombie post-apocalyptic managemnt/strategy video game. The game takes place in a city where only few survivors remain, with the goal of retaking their city from the infected. [*Unity3D, HDRP, PC, Input, UI, 3D Modeling, 3D Texturing, Game Design, Level Design, Lighting, C#, MS Visual Studio, Git*]

**Lexis Blitz (PERSONAL PROJECT, Under Development)**: A casual mobile infinite runner game that aims to teach its players a language of their choice. The game currently only supports English and German. [*Unity3D, URP, Android, Input, Gameplay, UI, Game Design, Level Design, Lighting, C#, MS Visual Studio, Git*]

**Legacy (PERSONAL PROJECT, Under Development)**: A Sci-Fi post-apocalyptic game that takes place in space specifically created for the Cultural Heritage Game Jam (2021). A limited number of human survivors face extinction, as they struggle to secure the few remaining historical objects that define human culture and prove human existence. [*Unity3D, HDRP, PC, Gameplay, UI, Game Design, Level Design, Lighting, Game Writing, C#, MS Visual Studio, Git*]