

# REMON RAMY

## GAME PROGRAMMER

### ABOUT

Energetic and passion-driven game programmer looking to work with passionate and like-minded video game industry professionals. Quick to adapt, always looking to take on new adventures, and to turn design concepts and ideas into reality.

### WORK EXPERIENCE

#### Strange Loop Games

<https://play.eco/>

March 2022 – February 2023

#### Unity Programmer

[Seattle, Washington, United States] Full-time position.

##### Highlights

Implementing new features for our early access game Eco for both the client and server side.

Working to investigate, debug, and fix issues in various systems.

Specializing in core gameplay aspects such as interaction, vehicles, and avatars.

Occasionally refactored existing code to improve usability, scalability, and reliability.

Taking part in frequent playtesting runs and bug reporting.

Taking part in community support work and direct involvement with players, streamers, game masters, and moderators.

Working as part of various agile teams and collaborating with other programmers, designers, and artists.

#### Coursera

<https://www.coursera.org>

November 2021 – March 2022

#### Course Instructor

[Cambridge, Massachusetts, United States] Remote consultancy position (Contract).

##### Highlights

Authoring Software Development course content from scratch.

Creating educational exercises and evaluations.

Creating hands-on projects from scratch to cover course content.

Scripting and recording visual and auditory course content.

Overall course management on Coursera.

#### GoMyCode

<https://www.gomycode.com>

February 2021 – August 2022

#### Game Development Instructor

[Midtown, Cairo, Egypt] Part-time position

### CONTACT



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<https://www.remonramy.com>



LinkedIn  
[remonramy](#)

### SKILLS

#### Game Development professional

Unity C# .NET 3D Math  
Physics PC AR/VR Android/iOS  
HDRP/URP Gameplay AI  
Animation Input UI Sound  
Networking Sequencing Optimization  
Game & Editor Tools

#### Workflows & Tools professional

Scrum GitFlow Git/Git LFS SVN  
Jira ClickUp Trello Sheets/Docs  
Postman

#### Backend Web Development professional

PHP HTML CSS SQL JSON  
JavaScript NodeJS Express  
PhpMyAdmin Web/Network API  
E-Commerce

#### Game Art hobbyist

3D Modeling Rigging/Animation  
UV Unwrapping/Texturing 3D Optimization  
Image Manipulation Blender  
Substance Painter Photoshop

#### Cybersecurity hobbyist

Security Testing/Analysis

#### Other Personal Experience hobbyist

C/C++ Visual Basic WFA WPF  
Java

### EDUCATION

2014  
2019

#### Misr University for Science and Technology (MUST)

Bachelor of Science in Information Technology (BSIT)

Faculty of Information Technology,  
Department of Computer Science, 6th Of

## Highlights

Running weekly offline course sessions on-site at the GrEEEK Campus building, American University in Cairo.

Running online course sessions on-site and/or from home.

Keeping track of student progress.

Delivering technical workshops to students and publicly to the online community.

Conducting periodic one-on-one evaluation interviews with students.

Reviewing and evaluating student projects.

Suggesting modifications to all course curriculums. (2D and 3D Game Development)

Organizing other social activities among students.

Onboarding and providing assistance to new instructors.

Attending special events as a representative.

## Genesis Creations S.A.E

<https://www.genesiscreations.co>

April 2018 – Present

## Technical Director

[Maadi, Cairo, Egypt] Full-time position.

## Highlights

Management of Genesis Creations S.A.E active projects.

Performance management.

Project management and planning.

Constantly improving technical workflows and pipelines.

Constantly engaging in company-wide code and product quality reviews.

Attending and/or leading formal business meetings with clients.

Rendering technical proposals and business documents.

Interviewing and technical evaluation process of Genesis Creations S.A.E's job applicants.

## 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

Specialized in handling and resolving customer complaints with certain managerial privileges including credit reimbursements and authorization of goodwill credit on behalf of Vodafone.

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

October City

GPA: 3.04

## AWARDS

### September 2022 Strange Loop Games

🏆 Extraordinary Performance

### August 2020 Mentors Without Borders

🏆 Certificate of Recognition

### June 2016 Vodafone Egypt

🏆 Performance Excellence

## LANGUAGES

English

Bilingual

Arabic

Native

German

Elementary

## 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

7 Days to Die

World War Z

GTA V

## REFERENCES

Handling 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.

Handling numerous internal calls, communications, and transfers.

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

## VOLUNTEER

### NASA Space Apps Challenge

<https://2021.spaceappschallenge.org/>

October 2021 – October 2021

#### Local Judge

Acted as a local judge for the Aswan region.

#### 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.

I've had the pleasure of working alongside Remon, who also serves as our Technical director at Genesis Creations, In this role, he consistently impressed me with his exceptional leadership abilities and dedication to our team's success. Remon has shown a remarkable ability to guide our team toward achieving our goals. he provides clear direction, support, and mentorship, creating an environment where everyone feels valued and motivated to do their best work, and i am grateful for the opportunity to work alongside him. he shows professionalism, integrity, and a genuine commitment to excellence. I wholeheartedly recommend him to any organization fortunate enough to have him join their team!

**Lina Ibrahim, HR Manager & People & Culture Specialist - Genesis Creations S.A.E [+20 (100) 628 0527]**

Remon is an extremely talented programmer. He is quick and diligent with his tasks. He is also very pro active and contributes greatly with his problem solving skills. Friendly, extremely hard working and just a joy to work with. Take good care of this person, they are a rarity these days.

**Juan P. Aurret, Scrum Master & Production Assistant - Strange Loop Games [+27 (079) 583 4923]**

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 S.A.E [+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 S.A.E [+20 (109) 114 4290]**

## 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.

## MUST Faculty 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

**Eco (Shipped, Early Access) [https://www.play.eco]:** Eco is an online game where players must collaborate to build a civilization in a world where everything they do affects the environment. All resources come from a simulated ecosystem, with thousands of plants and animals simulating 24/7. Work together through the player-run government and economy to build the technology to stop a meteor on a collision course with the planet, without polluting the world and killing it off in the process before that even happens.

<p><b>Sinai Heroes (Shipped, Early Access) [https://www.sinaiheroes.com]:</b> Sinai Heroes is a multiplayer first person shooter game where players are able to replay historical events and engage in first person shooter combat, as well as tank battles.</p>
<p><b>AXA Sayef Safely (Shipped):</b> A VR driving simulation video game requested by <b>AXA Insurance (Egypt)</b> for promoting driving safety. It has been used in multiple events across Egypt hosted by AXA, and sponsored by <b>Uber, Total, and The Nada Foundation</b>.</p>
<p><b>Vodafone World (Shipped):</b> A VR employee orientation video game requested by <b>Vodafone (Egypt)</b> and signed off by <b>Vodafone (United Kingdom)</b> 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.</p>
<p><b>Solar Boat Transportation Process Technical Illustration (Shipped):</b> A major animation video requested by the Orascom/BESIX Joint Venture (<b>Egypt, Belgium</b>) 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.</p>
<p><b>Kids Wonder Management System (Shipped):</b> A point of sale and storage management system with support for Barcode scanning for products, and RFID scanning for guests.</p>
<p><b>Aman Dirving Simulation Project (Shipped):</b> A large scale driving simulation meant to test and evaluate driving skills, as well train users to become proficient drivers. Custom hardware (real connected car components) and Arduino are used for this project to emulate the exact look and feel or a real life car.</p>
<p><b>Mazloun API (Shipped):</b> A backend e-commerce API for <b>Mazloun (Egypt)</b> responsible for all requests made by and data fed to the Mazloun Website, Mazloun iOS and Android AR applications.</p>
<p><b>VR-Connect (Under Development):</b> A medical training experience for Northwest Telepharmacy Solutions (Northwest Company) based in <b>Canada</b>. The project features ground-breaking hand-tracking interactions that aim to accurately simulate various medical processes.</p>
<p><b>Confidential In-House API (On Hold, confidential):</b> 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 confidential until its first announcement as part of the marketing campaign.</p>
<p><b>Confidential In-House AR Project (On Hold, confidential):</b> AR solution that is currently being developed by Genesis Creations targetting web and standalone PC platforms (Windows/Mac/Linux).</p>
<p><b>Mazloun Website (Under Development):</b> A full-fledged e-commerce solution requested by <b>Mazloun (Egypt)</b> to replace their existing website.</p>
<p><b>Mazloun AR Application (Under Development):</b> A full-fledged e-commerce solution requested by <b>Mazloun (Egypt)</b> which offers AR support for multiple user queries.</p>
<p><b>Virus Control (Cancelled):</b> A mobile hyper-casual video game that was being developed by <b>Genesis Creations (Egypt)</b> targetting both iOS and Android devices.</p>
<p><b>Vodafone Escape Room (On Hold):</b> A VR employee teamwork-development video game requested by <b>Vodafone (Egypt)</b> 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.</p>
<p><b>Secrets of the Face (Finished, unreleased):</b> An educational iOS mobile application requested by <b>Facemap Ventures LLC (Malibu, California)</b> which offers a variety of informative chapters on psycho-physiognomy.</p>
<p><b>Genesis Installer (Finished, internal):</b> A custom software installer created for Genesis Creations. [C#, .NET, WPF, MS Visual Studio, Git]</p>
<p><b>Mazloun VR Solution (Cancelled):</b> A solution built for Mazloun employees within the Unity3D Engine requested by <b>Mazloun (Egypt)</b> to enable on-demand VR</p>

<p>previews for VIP clients. Genesis Creations was handling the training process for Mazloum employees.</p>
<p><b>Coca-Cola VR Demo (Finished, internal):</b> A VR employee orientation demo proposed to <b>Coca-Cola (Egypt)</b>.</p>
<p><b>STC VR Demo (Finished, internal):</b> A VR employee orientation proposed to by <b>Saudi Telecom Company (Saudi Arabia)</b>.</p>
<p><b>Crane Simulation VR Demo (Finished, internal):</b> A VR crane operation demo proposed to the <b>Egyptian Armed Forces</b>.</p>
<p><b>City VR Demo Video (Finished, internal):</b> A VR demo proposed to the <b>United Nations</b> for a project under their Sustainable Development program.</p>
<p><b>Architectural VR Management Software Demo (Finished, internal):</b> A VR demo requested by <b>Constructive (Egypt)</b> to connect Construction Project Managers and Clients intuitively using VR.</p>
<p><b>BSC Mobile Demo (Finished, internal):</b> A mobile application demo presented to the <b>British Schools in Cairo</b> to connect school interviewers with students remotely, as a replacement for traditional interviews due to COVID-19.</p>
<p><b>CIB AR Form Guide Demo (Finished, internal):</b> An AR mobile application demo presented to the <b>Commercial International Bank (Egypt)</b> to help CIB customers understand all fields within a form they scan before filling through audio and visual media.</p>
<p><b>N3-VR (PERSONAL PROJECT, Shipped):</b> N3-VR (pronounced 'Never') is a first-person puzzle game. Its protagonist, Little Drone, is a robot whose task is to repair a seemingly derelict frigate called Pan's Flight to ensure that it can reach its final destination. Little Drone must go through each of the critical units of the frigate and repair them by completing puzzles that will see it move between the Realspace and the Cyberspace. The two critical units, Power Core and the Life Support Unit, have been rendered inoperable in different ways by the frigate's on-board AI, WENDEE. As part of WENDEE's robotic crew, Little Drone is perfectly suited to undo the damage that WENDEE has done. Will Little Drone succeed? Or will WENDEE convince it to see reason? Made in less than 10 days for the Global Game Jam 2022.</p>
<p><b>Lexis Blitz (Shipped, PERSONAL PROJECT):</b> 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.</p>
<p><b>On Call (PERSONAL PROJECT, Cancelled):</b> 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.</p>
<p><b>Vindictive (PERSONAL PROJECT, On Hold):</b> 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.</p>