REMON RAMY
GAME PROGRAMMER

☰ 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

PROJECTS

For full list of projects, please download full CV.

◎ CONTACT

📍 Pyramids St.
Cairo, Giza 12556, EGYPT

📞 +20 (109) 095 9980

✉ remon@remonramy.com

🌐 https://www.remonramy.com

in LinkedIn
remonramy

💼 WORK EXPERIENCE

Unity Programmer

Strange Loop Games
🌐 https://play.eco/
March 2022 – February 2023

Course Instructor

Coursera
🌐 https://www.coursera.org
November 2021 – March 2022

Game Development Instructor

GoMyCode
🌐 https://www.gomycode.com
February 2021 – August 2022

Technical Director

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

Alternative Dispute Resolution Specialist

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

🏛 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

🔠 LANGUAGES

English	**Bilingual**
Arabic	**Native**
German	**Elementary**

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