

# MAHMOUD ALNMISY

Game Developer

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## Summary

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Unity Game Developer with 6+ years of experience delivering 2D, 3D, multiplayer, and VR applications for mobile and PC. Skilled in multiplayer architecture, backend-connected systems, and real-time networking solutions. Experienced in designing modular and scalable game systems for production environments. Focused on clean code, performance improvements, and impactful player experiences.

## Skills

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**Game Development:** Unity (2020–Present), C#, OOP, Design Patterns, Modular Architecture, VR

**Multiplayer Systems:** Photon PUN, PlayFab, Matchmaking Systems, Real-Time Synchronization

**Backend and Data:** Supabase, Firebase, MongoDB, REST APIs, Cloud Data Architecture

**Optimization and Workflow:** Mobile Profiling, Memory Optimization, Build Improvements, Git

## Experience

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### Unity Developer – Roeia Company

Remote — Project-Based — 2024–2025

- Developed gameplay systems and interactive features, increasing player engagement by 20%
- Implemented backend-connected mechanics for real-time multiplayer sessions supporting 200+ concurrent players and improved Android build performance

### Unity Developer – Niqat Game Development

Remote — Project-Based — 2025–2026

- Engineered multiplayer gameplay systems for real-time PVP with <math>\leq 100\text{ms}</math> latency
- Deployed networking solutions and persistent backend services for player data, enabling scalable content expansion and improving development efficiency by 30%

## Projects

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### Legends of Combat (3D Multiplayer)

- Built real-time PVP using Photon, achieving synchronized gameplay across clients
- Designed matchmaking and session management systems for improved player retention
- Enhanced network synchronization and reduced latency for smoother gameplay

### Travian Legends (Mobile Strategy)

- Developed base-building and progression systems supporting multiple game modes
- Implemented combat and wave-based gameplay mechanics for increased challenge
- Incorporated backend services for persistent player data and progression tracking

## Education

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Bachelor of Information Technology (In Progress)

The Egyptian E-Learning University – First Year

## Certifications

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Unity Certified Programmer – Unity Official

Unity 3D Development – M3aarf

C# Programming – Teracourses