

Mahmoud Alnmisy

Game Developer

Contact Information:

Email: mahmoud.alnmisy.dev@gmail.com

Phone: +20 1557705316

Portfolio: <https://alnmisyportfolio.netlify.app/>

LinkedIn: [linkedin.com/in/mahmoud-alnmisy](https://www.linkedin.com/in/mahmoud-alnmisy)

GitHub: github.com/mahmoud-alnmisy

Profile Summary:

Achievement-oriented Game Developer with over 4 years of professional experience in designing, developing, and deploying games. Proficient in Unity, skilled in multiple programming languages, and adept at turning creative concepts into engaging gameplay experiences. Experienced in database management and backend development, with expertise in PlayFab, MySQL, Photon, and Firebase. Seeking opportunities with leading game development companies to contribute my expertise and grow professionally.

Key Skills:

- Unity Game Development (2D & 3D)
 - C# Programming
 - Multiplayer Networking (Photon, Firebase, PlayFab)
 - Database & Game Backend Development (MySQL, PlayFab, Firebase)
 - Agile Development and Problem-Solving
 - Proficient in Version Control (Git, Unity Collaborate)
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Professional Experience:

Freelance Game Developer

Self-Employed – 2019 – Present

- Developed and published multiple games, including hyper-casual, educational, and multiplayer games.
- Designed game mechanics and implemented responsive gameplay using Unity and C#.
- Integrated Firebase for authentication, real-time database, and analytics in various projects.

- Integrated PlayFab for backend services, including player profiles, matchmaking, leaderboards, and in-game currency management.
- Managed game optimization for mobile platforms, ensuring high performance and low latency.
- Developed backend solutions using MySQL for game data storage and retrieval.
- Collaborated with clients to meet project goals, maintaining deadlines and quality standards.

Game Developer Intern

Maarif Platform – 2022 – 2023

- Worked on educational game projects to enhance learning experiences.
 - Gained hands-on experience in scripting and user interface development.
 - Awarded certification for completing the internship with excellence.
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Education:

High School Diploma

Al-Buhaira, Egypt – Graduated: 2025

Currently pursuing self-directed studies in advanced game development.

Certifications:

- Unity Certified Developer
 - Certificate in Web Design (Udacity)
 - Firebase Essentials for Developers (Google)
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Projects:

"Legends of Combat"

- An advanced multiplayer fighting game.
- Designed combat mechanics, and gameplay balance using Photon, Firebase.
- Developed backend systems for player data storage and analytics using Firebase.
- [Game Link: Legends of Combat](#)

Educational Game

- [Qassim Education](#) – an educational game promoting awareness of drug abuse dangers.
- Designed gameplay mechanics and integrated Saudi-themed environments.

Hyper Casual Games

- Developed and deployed 8+ games with addictive gameplay.
 - [Join Boxes](#) – One of the hyper-casual games published with a focus on casual, fun gameplay.
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Languages:

- Arabic: Native
 - English: Proficient
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Hobbies:

- Exploring emerging game technologies.
- Participating in game jams and hackathons.
- Mentoring aspiring developers.