

Mohamed Waled Mohamed

Senior & Lead Unity Developer

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About

Experienced Full-Stack Game Developer with 5+ years in game development and backend engineering, including 2+ years specializing in VR. Currently a Game Developer at Engineered Alchemy and part-time Lead Unity Developer at Noxveil Studio; built 01Skills, a robotics coding simulator with 30,000+ users. Proficient in Unity, C#, and Photon for building engaging gameplay across platforms, and skilled in backend systems with Node.js, .NET, and MongoDB, with expertise in real-time scalable architectures and performance optimization.

Education

Bachelor's Degree in Computer Science, Ain Shams University 09/2019 – 07/2023

CGPA: 2.8 (B-), Overall grade: 80% — Cairo, Egypt

Professional Scrum Master (PSM), Scrum.org 2026

Currently learning

Work Experience

Game Developer, Engineered Alchemy 09/2026 – Present

Games studio whose team has worked with Disney, Nintendo, EA, King and Microsoft

- Developing Unity / C# games and gameplay systems for the studio's projects.

Lead Unity Developer (Part-time), Noxveil Studio 02/2025 – Present

Remote

- Leading development of Synarchy: Strings of Deceit, an upcoming multiplayer PC game heading to Steam.
- Spearheaded the implementation of core gameplay systems, driving the project from early concept through a successful investor-ready prototype and into the Vertical Slice phase, positioning the title for an Early Access launch on Steam.
- Played a key role in studio growth by recommending and onboarding multiple team members, managing individual tasks, and maintaining a collaborative and efficient development pipeline.
- Oversaw DevOps operations for the GitHub organization, enforcing best practices across version control, branching strategies, and CI/CD workflows.
- Collaborated closely with the CEO and founders on project planning, milestone scoping, and studio-level decision-making to align development with the long-term vision.

Senior Unity Developer, Thaka International 07/2025 – 09/2026

Cairo, Egypt

- Built 01Skills, a robotics coding simulator that trains students for the World Robot Olympiad (WRO) with Block Coding and Python; it has grown to 30,000+ users.
- Fully delivered the 01Skills app for Windows and macOS, contributing DevOps knowledge through CI/CD integration and developing the custom game launcher.
- [01Skills Project](#)

Mid-level Unity Developer, Ekson Technology 07/2024 – 07/2025

Cairo, Egypt

- Developed educational and gamified VR labs using Unity, improving workflows through custom internal tools.
- Completed over 20 fully functional VR experiments and learning experiences.

Junior Software Engineer, CodeQuests 07/2023 – 07/2024

Cairo, Egypt

- Worked on multiple game projects and managed product releases, including more than four Android games.
- Conducted market analysis and optimized final builds for improved performance, structure, and user experience.

Junior Unity Developer, **AYHAMco**

10/2022 – 07/2023

Remote

- Handled the backend of multiple card games using Node.js and managed deployment on DigitalOcean servers.
- Developed and maintained titles including Bingo, Gin Rummy, Tarneeb, Tarneeb 400, Triple, Hand, Trix, and Leekha.
- [Chance Game Project](#)

Freelance Experience

Lead Unity Developer, **El Motaheda Education**

01/2026 – 03/2026

Cairo, Egypt

- Developed an interactive eBook for an Oman-focused educational platform, delivering 30 fully functional 2D Unity projects tailored for young learners.
- Led end-to-end project execution including team hiring, task delegation, and workflow management to ensure timely and high-quality delivery.
- Established and maintained development pipelines and standards across the team to optimize productivity and consistency.

Unity Developer — Adaptive Learning Research Project

04/2026 – 05/2026

Remote

- Developed an adaptive learning application commissioned by a university researcher as part of her academic thesis.
- The project was experimentally deployed and tested on students at Menoufia University, Egypt, providing real-world validation of the adaptive learning system.

Unity Developer, **BlueSoftec Studio**

02/2025 – 04/2025

Remote

- Developed a cross-platform cowboy-themed game targeting iOS, Android, and online platforms.
- Implemented gameplay systems and ensured consistent performance and experience across all platforms.

Projects

Ain El Shams Game — Digitopia Competition

08/2025 – Present

- Advanced to Phase 3, ranking among the top 50 teams out of more than 10,000 participants.

Chance Game

02/2024 – 10/2024

- Series of 2D online multiplayer card games (Bingo, Gin Rummy, Tarneeb, etc.). Built with Unity (C#), real-time Node.js sockets, deployed on DigitalOcean.

The Desire Game

09/2024 – 11/2024

- XR puzzle game with interactive NPC leader, AI-integrated gameplay, and immersive puzzle rooms. Designed using ShapeXR; published for the NASA Space Apps Challenge.

Night Mare Game

10/2023 – 12/2023

- 3D VR survival game built with Unity XR package. Integrated AI systems for the assistant bot and enemy zombies.

Skeletons Game

01/2023 – 03/2023

- 2D top-down multiplayer adventure with room-based matchmaking using a shared ID for cooperative play.

Smartinuos Game

09/2022 – 11/2022

- Fully designed 3D escape room-themed puzzle game built with Unity and C#. Programmed all game mechanics, puzzles, and interactive elements.

Skills

Unity Engine • C# • C++ • Node.js • Python • JavaScript • Photon • MongoDB • .NET
VR/XR Development • VRIF • ShapeXR • CI/CD • Git & GitHub • AWS • DigitalOcean
Team Leadership • Project Management • Problem Solving • Time Management