

Ahmad Dwayke

Game Designer

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Professional Summary

Game Designer experienced in developing and shipping games across PC, Mobile, and VR platforms. Proven expertise in gameplay mechanics design within Unity and Unreal Engine. Demonstrated leadership capabilities through successful team management and project delivery.

Technical Skills

- **Game Engines:** Unity (Advanced), Unreal Engine (Proficient)
 - **Core Competencies:** Gameplay mechanics design & implementation, Combat system design, Enemy AI behavior, Game balancing, Technical documentation
 - **Platforms:** PC, Mobile (iOS/Android), VR (Meta quest)
 - **Additional Skills:** Multiplayer networking, Team leadership, Agile methodologies
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Professional Experience

RAR-IT | Game Designer

September 2025 - present | [RAR-IT](#)

- Designed and balanced combat mechanics, weapons, and enemy AI for third-person shooter
- Collaborated with level designer and programmers to establish design documentation and gameplay guidelines
- Conducted playtesting sessions and implemented balance adjustments to refine difficulty and pacing
- Tuned game feel parameters for weapon handling, movement, and player feedback systems
- Created comprehensive GDD and technical specifications for cross-functional development team

Game Hermits | Technical Designer

November 2024 - September 2025 | gamehermits.com

- Developing VR incident simulation scenarios.
- Contributing to an unannounced Action RPG title for PlayStation 5
- Independently developed and shipped 2 mobile board game adaptations
- Architected networked character controller system for upcoming MMORPG project

Egyptian Armed Forces | First Lieutenant

November 2022 - October 2024

- **Driving Simulator Project:**
 - Engineered comprehensive performance tracking system that analyzes driver behavior, calculates accuracy metrics, and generates detailed error reports
 - Enhanced visual fidelity through graphical optimizations and designed immersive training environments
- **Battlefield Simulator Project:**
 - Developed realistic desert terrain using advanced environment design techniques
 - Programmed and designed multiple combat scenarios
 - Mentored junior developer to ensure project continuity

Game Hermits | Gameplay Programming Intern

February 2022 - May 2022 | gamehermits.com

- Developed core VR interaction systems including object manipulation, economic mechanics, and AI-driven virtual assistant
- Designed and implemented skill systems for 2 MOBA characters, including complete character design documentation
- Conducted comprehensive QA testing and authored detailed bug reports with technical solutions
- Contributed to backend development of Unity-based medical application
- Created multiplayer prototype featuring combat mechanics

Education

Mansoura University | Bachelor of Computer Science

2018 - 2022

Capstone Project: INTRA NEBULAS - Science Fiction Video Game

- Led cross-functional team of 9 developers through full production cycle
- Authored comprehensive game design documentation including mechanics, level design, and environmental storytelling
- Project Documentary: [INTRA NEBULAS Documentary](#)

Leadership & Volunteer Experience

IEEE Mansoura Student Branch

January 2021 - November 2022 | ieeemansb.org

Vice-Chairman (2022)

- Managed organizational operations and internal affairs for 200+ member branch
- Co-organized [Tech Elixir 2.0](#), reaching 500+ attendees
- Hosted, organized and produced live sessions for [IEEE Victoris 1.0](#)

Logistics Team Leader (2021)

- Directed team of 20 volunteers in event production and decoration
- Coordinated venue setup and visual design for major conferences

Public Relations Committee (2021)

- Established partnerships with technology companies for [Career Insider 6.0](#)
- Facilitated internship opportunities for 50+ students

Notable Achievements

- Mentored team of 3 game developers in professional development
- Awarded 2nd place in collegiate digital art competition
- Active participant in tabletop RPG design groups (D&D, Fallout)