

Mazen Morgan

Gameplay Programmer

Fresh Graduate, Gameplay programmer with big passion for game development. I am always improving myself on daily basis. I am very interested in learning new technologies and taking on new challenges in the video game industry.

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EDUCATION

Bachelor degree in Computer Science and Statistics.

Faculty Of Science, Alexandria University, Egypt. 📄

09/2015 – 06/2019

CGPA 2.89/4.0

PROJECTS

Action/Adventure Game in Unity – Graduation Team Project. (08/2018 – 06/2019) 📄

- Implemented Gameplay Mechanics and A.I State Machine in C# .
- Learned and Used multiple methods and techniques in Unity Engine to improve FPS from 30's FPS to 90's FPS.
- Created Multiple Scripts to drive game logic and characters, weapons, animation states (Player, NPC) in C# .
- Assisted my colleagues (a team of 5) in solving problems and managing tasks for us using Trello.
- Launched Alpha Build on Gamejolt.
https://gamejolt.com/games/Stranger/421523

Gameplay Ability System in Unreal Engine 4 (11/2018 – 02/2019) 📄

- Created Character's Animation Blueprint and Blend Space and Locomotion from scratch.
- Created Ability attributes, Character and Gameplay ability functionality in C++ and Blueprint.
- Created Primary UI with mana, health and Strength with its own cost and cooldown in C++ and blueprint.
- Implemented Health Regen, Stun, Laser Firing, Dash & Melee Attack using gameplay ability system in C++ & Blueprint.

Coop Game in Unreal Engine 4 (08/2018 – 10/2018) 📄

- Developed Player Character Behaviour (Movement, Controls, Death, Respawn) as well as Pickup abilities in C++.
- Implemented advanced A.I using UE4's Behaviour Tree.
- Implemented Multiplayer functionality (Client/Server) and Wave spawning system in C++.

Connecting Players in Unreal Engine 4 (11/2017 – 02/2018) 📄

- Connected Players via local network.
- Creating and Joining a server functionality (Client/Server).
- Created Advanced UI Menu in C++ to easily find and join game sessions.
- Used Online steam subsystem to make players connect to a game via Steam.

SKILLS

C++

C

C#

Blueprint

Unity

Unreal Engine

Visual Studio

SourceTree

CERTIFICATES & COURSES

Advanced C++ programming 📄

Udemy

Business of Games and Entrepreneurship 📄

by Michigan State University on Coursera

The Unreal Engine Developer Course - Learn C++ 📄

Udemy

Unreal Multiplayer Mastery - Online Game Development in C++ 📄

Udemy

RPG Core Combat Creator in C# 📄

Udemy

Beginner Guide To Artificial Intelligence in Unity 📄

Udemy

LANGUAGES

Arabic

Native

English

Professional Working Proficiency

MISC

Favorite Games: GoW, RDR2, AC Brotherhood, Splinter cell, The Witcher 3, Hellblade, The last of us, CoD MW1.

Favorite Competitive Games: Rainbow six siege, League of legends, Overwatch.