

# OMAR ABDELAZIZ ALI

Software Engineer | Game Developer

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## EDUCATION

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### Cairo University, Faculty of Computers and Artificial Intelligence

*Bachelor of Science in Computer Science | Expected May 2028*

- Sophomore Student | Relevant Coursework:  
Object-Oriented Programming (OOP), Data Structures, Database Systems (SQL), Software Engineering (SWE), Computer Networks & CCNA Fundamentals, Discrete Mathematics, Probability 1

## TECHNICAL TRAINING

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### Information Technology Institute (ITI)

Jul 2025 – Oct 2025

Trainee – Web & Mobile Development

- Completed a 7-month structured intensive training program focusing on responsive web architecture and mobile application solutions.

### Unity Technologies & Professional Courses

- Unity Essentials, Junior Programmer, and Create with Code Pathways.
- Complete Game Development Course (CodeMonkey): 10 hours of C# OOP-based implementation.

## TECHNICAL PROJECTS

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### Masroufy – Personal Finance Management System | *Full-Stack Developer*

[github.com/EngOmarAbd-Elaziz/MASROOFY](https://github.com/EngOmarAbd-Elaziz/MASROOFY)

Technologies: C#, .NET, SQL

- Engineered a modular tracking system with clean architecture principles for enhanced scalability.
- Designed persistent SQL data storage for secure financial record management.
- Developed a desktop UI for efficient expense input, tracking, and real-time analysis.

### The Prince's Rebellion | *Game Developer*

[github.com/EngOmarAbd-Elaziz/The-Prince-s-Rebellion](https://github.com/EngOmarAbd-Elaziz/The-Prince-s-Rebellion)

Technologies: Unity, C#

- Developed a narrative-driven prototype with movement logic optimized for 60 FPS performance.
- Implemented core gameplay systems including player interaction, movement, and game state control.

## **TicTacToeCastle – Desktop Strategy Game / Game Developer**

Technologies: C++, Qt Framework

- Built a fully interactive game using Qt widgets and event-driven architecture.
- Implemented win detection logic and modular code structure following strict OOP principles.

## **C++ JUCE Audio Player / Software Developer**

Technologies: C++, JUCE Framework

- Developed a lightweight audio player with real-time playback and event-driven UI controls.
- Implemented a file loading system and audio track management.

## **C++ Console Image Processing Tool / Systems Programmer**

Technologies: C++

- Built a console-based system for pixel-level manipulation and custom filter application.
- Optimized algorithms for handling large image datasets efficiently.

## **XO Web Game / Frontend Developer**

[github.com/EngOmarAbd-Elaziz/XOWeb](https://github.com/EngOmarAbd-Elaziz/XOWeb)

Technologies: HTML, CSS, JavaScript

- Developed a responsive web-based game with cross-device compatibility.
- Implemented dynamic turn handling and win condition detection using JavaScript.

## **ACTIVITIES & LEADERSHIP**

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### **FCAI-CU Game Development Club**

Oct 2024 –

Present

Vice Head | Course Instructor | Unity Developer

- Mentored 50+ students in Unity and C# fundamentals through workshops and technical sessions.
- Lead technical planning and direction for club game development initiatives.

### **DSC Cairo University (Developer Student Club)**

Sep 2025 –

Jun 2026

Non-Technical Lead

- Led operations for event planning, community engagement, and cross-team coordination.

## **SKILLS & ADDITIONAL INFO**

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**Programming Languages:** C#, C++, Python, JavaScript, SQL, HTML5, CSS3

**Frameworks & Engines:** Unity Engine, .NET, Qt, JUCE, React.js, Node.js, Django, Bootstrap

**Tools:** Git & GitHub, Visual Studio, VS Code, Trello, Photoshop, Premiere Pro

**Languages:** Arabic (Native), English (Intermediate/Upper-Intermediate)