

Ahmed Yosri

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Experience

Senior Unreal Engine, Unannounced Project - YAGER [April 2024 - Present]:

- Contributing to a new unannounced **multiplayer shooter** project, using **Unreal Engine 5** and **Lyra** as the project's base
- Set foundations and roadmap for **AI, Progression, Spatial awareness and Spawning** systems.
- Implemented other features like **Weapons (shooting mechanics, high-speed projectiles), AI Gameplay and UI**.
- Debugged and Modified low-level engine code when deemed necessary
- Profiled and improved server/client performance
- Planned/broke down entire EPICs, drafted **TDDs/DACIs**, **maintained jira board** and contributed findings to **UDN (EPS)**

Software Engineer II, AI Systems - Frostbite – EA [Aug 2020 - July 2023]:

- Shipped games: **Battlefield 2042, Madden 21/22/23, College Football** and supported **Ironman** prototyping.
- Planned, brokedown, led refactoring of **Blackboards** and helped integrating it with customers on different streams/times
- Developed **Runtime and Pipeline in C++** and designed **APIs** that adheres game team's performance and security requirements
- Developed **Editor tools in C# and XAML (MVVM)** and developed a features used daily by Frostbite and game teams
- Led brainstorming and technical solution assessment sessions with internal and external teams and contributed to **TDDs**
- Cleaned up and polished our testing module, reached **~100% test coverage** on new features, and helped QA to add their own tests
- **Reduced engineering time** by integrating Frostbite types system and Improved designers workflows by writing custom editors
- Extensive documentation support (live-code walkthroughs, architectural, in-code and confluence documentation)
- **Mentored** and helped new joiners and junior engineers

Senior Game Programmer, Gameloft [Oct 2017 - Jan2020]:

Modern Combat: Rebel Guns (C++, OpenGL ES 2, GLSL ES, Lua, XML):

- Re-engineered 75+ classes to implement objects pool to eliminate micro-freezes
- Reduced memory leaks from 100+ mb per level to 0 mb
- Developed various shaders like LUT, aiming and character highlighting
- Fixed several parts in our animations tool like clipping, flags and loops
- Collaborated closely with Producers, Artists, QA and data tracking team to implement different gameplay features & tracking
- Prototyped multiple demos using Unity3D

Part-time Senior Unity3D developer at PentaValue (March '14 - Oct '17):

- Designed and fully implemented 9 Unity3D Projects (3/2D Apps/Games) and helped shipping another 2
- Developed a Kinect-v2 Avateering wrapper used in 5 projects and a Kinect Framework used in 4 projects
- Coached 2 junior developers, conducted code reviews, collaborated with iOS, Android and backend developers to deliver RoboApp
- Shipped games/products: [Magic Mirror](#) | RoboApp | [Bastet](#), (Map Editor) | [3D Survival game](#) | [3D Air-Fighters](#) | [Soccer](#)

Freelance Unity3D developer at Forgotten Mines (March '16 - Oct '17):

- Designed and implemented invitations and rewards system (Full stack development using Azure), planetarium shaders, authentication.

Indie developer (Jul '12 - Apr '13) (Oct '13 - Oct '16):

"Bain's Redemption" (C++, DirectX 10) :

- Developed Reinforcement Learning based AI that could adapt to different player style in less than 5 battles
- Developed Multi-tier Behavior trees, enhanced engine memory consumption during load by ~75%

"Project Knight" (C++, UE4) : Led programming in a 3 members team

"The Rescuer" –FPS Game –C++ –OpenGL –Individually

Game & tools Developer at KNG (Jan '13 - Aug '13):

- Designed and developed **"Spiders Attack | Gameplay"**, DS Simulation course [Unity3D] and Android XML layout generation tool [c#]

Technical Experience

Languages and technologies:

- **Current:** C++ (StL, Boost), Unreal Engine 5, C#, MVVM, Unity3D, Shaders, Json, OpenGL ES 2
- **Past:** OpenGL, DirectX, CryEngine 3, Lua, XML, C, Java, Python, SQL Server, JavaScript and Bio-Perl
- **technologies:** Perforce, git, svn, Kinect v2, Azure, OpenNI, in-house engines, Max script, RESTful, sockets

Concepts: ECS, AI, Algorithms, Linear Algebra, Multi-threaded programming, Game development, Multiplayer programming

Education

Ain Shams University: B.Sc in CS: Bioinformatics (2012): 3.43/4.0, High school in mathematics (2008): 91.8%