Osama Yahya

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https://github.com/ossyahya60
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Dedicated Software Engineer that goes over and beyond to perfect the work he is assigned to, a top rated freelancer with a clean record of 5 star rating with more than 40 unique clients!
I have experience in backend development using PHP/Laravel, Game Engine development, Game Development and can quickly adapt to a new work environment.

Educational Background

The Experimental Language School (2017)
Graduated with 97.56% ranking the 4th on my school (2017)

Faculty of Engineering, Cairo University (2022)
Majored in Computer & Communication Engineering, graduating with 3.2/4 GPA (Very Good)

Skills & Proficiencies

- Dedicated to work
- Communicative
- Fluent in Arabic and conversational in English
- Proficient in C style languages (C, C++, and C#)
- Proficient in Unity Game Engine & Game Frameworks

Certification

ACC Virtual and Augmented Reality Diploma
American Center, U.S Embassy, Cairo 2020
• Certified in dealing with Virtual & Augmented reality

Work Experience

Game Developer
Slick Products LLC October 2022 - Present, Wyoming, USA
• I'm the Lead Game Developer for the game, responsible for making every programming-related task needed for the game.
• Responsible for developing the Game Engine the game is built on.
• Developing and distributing the game on all major platforms, including and not limited to: Windows, Mac, Linux, Android & IOS.

Software Developer
Upwork & Fiverr June 2022 - Present, San Francisco, California, USA
• Developed software applications, ranging from making memory allocation & deallocation library (Free, malloc, calloc, ...), to making tools using Windows Forms on Windows.
• Made tons of games and prototypes for more than 60 Unique clients!

Teaching Assistant
Cairo University Oct 2022 - June 2024
• Taught Programming Techniques and Data Structure & Algorithms in C++.
• Taught Microprocessors in Assembly x86 & Arm assembly.

Projects

Squid Grid
Slick Products LLC
Link: https://store.steampowered.com/app/2352960/Squid_Grid/
October 2022 - Present
• I'm working on this game for nearly 2 years now, serving as the Lead Game Developer for the game.
• Developing Engine code, platform-specific code, and every code related task you can imagine.

FN Engine
Personal
Link: https://github.com/ossyahya60/FN-Engine
August 2020 - November 2023
• I made a fully-featured cross-platform, 2D game engine written using C#.
• Featuring fully functional editor, save & load states for the engine.
• Hot-Reloading (Ability to edit project code without rebuilding again)
• Light and Shadow shaders, in addition to TONS of other features that allows a developer to make a fully featured game.

Deskcove
Deskcove LLC
Link: https://deskcove.com
June 2024 - Present
• Used Avalonia UI to help design the UI/UX experience.
• Used Async programming to solve technical problems in the App.
• Dealt with different peripherals such as the Camera to record user behavior.