

Hany Reda

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SUMMARY

Possesses hands-on experience in full-cycle game development, software engineering, mobile application development, AI-powered tools, UI/UX systems, multiplayer game mechanics, 3D visualization, and digital marketing.

Over the course of his career, developed and published multiple software applications and up to four game projects, including projects released on Google Play.

Combines strong technical, creative, and business-oriented skills, enabling effective participation in both product development and product growth, marketing, and client relations.

Fluent in Arabic, English, and Russian, allowing successful collaboration with international teams and clients worldwide.

EDUCATION

Bachelor's Degree (In Progress), Infocommunication Technologies and Communication Systems

EXPERIENCE

Software Engineer & Game Developer

2019 – Present

Freelance

Responsibilities

- Developed gameplay mechanics and game systems.
- Created gameplay logic using Unreal Engine and Unity.
- Implemented multiplayer functionality and networked gameplay systems.
- Designed and developed game UI systems and interfaces.
- Integrated game assets, animations, and 3D content.
- Developed in-game communication and chat systems.
- Built player interaction systems for online environments.
- Integrated Google Play Services and in-app purchases.
- Used Git for collaborative development.
- Optimized performance across multiple game projects.
- Performed testing, debugging, and maintenance of game systems.
- Developed and published up to four game projects.
- One project achieved several thousand downloads.
- Participated in the complete development cycle from concept to release.
- Built multiplayer gameplay systems and online features.

Mobile Application Developer

2021 – Present

Freelance

- Developed mobile applications using Flutter.
- Created Android applications using Kotlin.
- Integrated Firebase services and third-party APIs.
- Worked with databases and cloud services.
- Published applications on Google Play.
- Implemented user authentication and cloud synchronization systems.

3D Designer & Visualization Specialist

2020 – Present

Freelance

- Created 3D models and assets.

- Developed game-ready 3D content.
- Produced architectural visualizations.
- Created cinematic sequences using Unreal Engine.
- Designed presentation materials and visual content.

Digital Marketing & Social Media Specialist

2020 – Present

Freelance

- Managed social media accounts for online businesses.
- Developed digital marketing strategies.
- Created advertising and promotional materials.
- Conducted audience and engagement analysis.
- Supported brand growth through social media marketing.

PROJECTS

Published Mobile Games

- Developed and published multiple mobile games.
- Implemented monetization systems.
- Integrated in-app purchase functionality.
- Maintained and updated projects after release.

Google Play Projects

- Published applications on Google Play.
- Managed user account systems.
- Integrated payment and monetization solutions.

Multiplayer Systems

- Designed networked multiplayer interactions.
- Developed online communication systems.
- Built in-game chat features.
- Implemented server-side gameplay systems.

HMS Business Management System

- Inventory and warehouse management.
- Employee management.
- Billing and invoicing.
- Analytics and reporting.
- User management and role-based permissions.

TECHNICAL SKILLS

C++

Python

Dart

Kotlin

Java

SQL

Unreal Engine (6+ years)

Unity

Blueprints

Gameplay Programming

Game Architecture

Multiplayer Systems

Replication

Networking
Online Services
Steam Integration
Mobile Game Development
Google Play Services
In-App Purchases
UI Development
UI/UX Design
Game Optimization
Interactive Simulations
Flutter
Android Studio
Kotlin
Firebase
REST APIs
Google Play Publishing
Gradle
FastAPI
PostgreSQL
Git
Docker
Linux
API Integration
Software Architecture
Object-Oriented Programming (OOP)
ChatGPT
Claude
Cursor
Prompt Engineering
AI-Assisted Development
Workflow Automation
AI Productivity Optimization
Blender
Unreal Engine Cinematics
3D Modeling
3D Visualization
Architectural Visualization
Asset Integration
Adobe Premiere Pro
Adobe After Effects
Adobe Photoshop
CapCut
Filmora
Microsoft Excel (Advanced)
Microsoft PowerPoint
Microsoft Word
WordPress
CRM Systems

Data Analysis
Documentation & Reporting

LANGUAGES

Arabic — Native English — Fluent Russian — Fluent

PERSONAL STRENGTHS

Leadership Skills Team Collaboration Excellent Communication Skills Ability to Work Under Pressure Deadline-Oriented Mindset Fast Learning Ability Responsibility and Accountability Initiative and Proactiveness Analytical Thinking Critical Thinking Complex Problem Solving Time Management Client-Oriented Approach Negotiation Skills Positive Attitude Adaptability and Flexibility Results-Driven Mindset

ADDITIONAL INFORMATION

Experience working with international clients and teams. Strong understanding of Middle Eastern, Gulf, and global markets. Fluent communication in Arabic, English, and Russian. Experience across Game Development, Software Engineering, Artificial Intelligence, and Digital Marketing. Experience managing projects and interacting with clients. Ability to combine technical, business, and creative competencies. Comfortable working independently or within a team. Strong commitment to continuous learning and professional growth.

CAREER OBJECTIVE

Seeking to join an innovative international company where I can apply my software engineering expertise, game development experience, leadership skills, and multilingual communication abilities to build high-quality products, solve complex technical challenges, and contribute to the long-term success and growth of the organization.