

Khaled Elshimy

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Highlights

- Proficient in C++, C#, Java, JavaScript, Swift, and Objective-C.
 - Expertise in Unity, Unreal, Godot, Cocos2d-x, Cocos Creator, ThreeJS, and Pixi engines.
 - Developed plugins and native libraries for various game engines across multiple platforms.
 - Successfully ported THQ's *Destroy All Humans* to the Stadia platform.
 - Contributed to the development of the acclaimed indoor bike simulation *MyWhoosh*.
 - Designed and developed immersive VR/AR experiences.
 - Developed a multiplayer web game experience for *Double Jump*.
 - Led design and development efforts for both the server and client sides of *Estimation Kings*, a free-to-play multiplayer card game.
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Work Experience

Lead Game Developer

Shababeek labs | Feb 2024 - Present

- Developed immersive VR solutions for enterprise training.
- Led full-cycle development from concept to deployment.
- Engineered custom SDKs for integrating third-party tools, AI systems, and features into VR applications.
- Implemented AI-driven interactions and behaviors to enhance user experience in VR environments.
- Managed freelance projects and developed proprietary VR products for enterprise clients.
- Provided comprehensive client training and support for managing and maintaining VR solutions.

Unity SDK Engineer

Audiomob | July 2022 - December 2023

- Developed a Unity plugin that integrates non-intrusive audio ads into games.
- Created Unity plugins and native libraries using Java, Objective-C, and Swift.
- Authored public API documentation and release notes for developers.
- Technologies: Unity Engine, C#, Java, Kotlin, Swift, Objective-C.

Sr. Unity Game Developer

DoubleJump | March 2022 - November 2022

- Developed multiplayer logic for the first race-to-finish, platform-royale blockchain game.
- Implemented a real-time chat system and integrated wallet address functionality.
- Managed Kubernetes-based infrastructure on Google Cloud Platform for scalable deployment.
- Integrated Solana Cluster and Magic Eden marketplace for in-game NFT minting.

Sr. Unreal Game Developer

Avrioc Technologies | December 2020 - July 2022

- Developed native plugins for scanning and connecting indoor bike trainers through Bluetooth Low Energy protocol.
- Visualized data received from the trainers and created a user interface to enhance interaction between the user and the smart bike.
- Implemented gameplay features that provided an immersive cycling experience.
- Deployed the game on Windows, iOS, and Android platforms.

Lead Game Developer

LanaGames Company | November 2019 - December 2020

- Led development of soccer match simulations and user journeys.
- Played a key role in porting *Destroy All Humans* to Stadia.
- Managed daily meetings and release processes.

Lead Game Developer

Zinad Company | July 2017 - November 2019

- Developed educational games (VR, AR, Kinect, Web Games) focused on security awareness.
- Created interactive video players with integrated quizzes.
- Technologies: Unity, C#, VR, AR, WebGL.

Senior Game Developer

El3ab.com Company | July 2015 - July 2017

- Designed and developed free-to-play multiplayer card games for HTML5, Android, and iOS.
- Developed server-side multiplayer logic using Java and Smart Fox Server.

Game Developer

Bookmark-Corp Company | July 2012 - September 2014

- Developed dynamic game elements, including characters, physics, UI, and charts.
 - Built a quiz panel for teachers to create custom questions.
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Notable Projects

- **Double Jump**: Developed multiplayer logic, real-time chat system, and wallet address integration for the first platform-royale blockchain game. Managed Kubernetes-based infrastructure and integrated NFT minting through Solana and Magic Eden.
 - **Highstreet**: Developed multiplayer logic and virtual real estate within the Metaverse. Built a play-to-earn system enabling NFT crafting and trading in an open-world MMORPG.
 - **MyWhoosh**: Developed native plugins for Bluetooth connectivity, visualized data, and created a user interface for smart bikes. Deployed on Windows, iOS, and Android.
 - **Destroy All Humans**: Optimized the game, enhanced UI/maps, fixed shaders, and deployed on Stadia.
 - **Estimation Kings**: Managed workflow, developed AI, wrote unit tests, and deployed on web and mobile platforms.
 - **BombaBoo**: Designed and developed game architecture, characters, and UI. Deployed on iOS and Android.
 - **PimpMyAlien**: Created game elements and designed multiplayer online experiences.
 - **World Cup Album**: Designed, developed, and deployed a football-themed collection game on web and mobile.
 - **Sebar**: Developed AI and multiplayer logic for a legacy board game. Deployed on Facebook.
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Education

BSc in Computer Science

Faculty of Science, Minia University, Egypt

Game Development Diploma

Information Technology Institute (ITI) | September 2014 - June 2015