

KHALED ELSHIMY

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SUMMARY

Tech Lead and Senior Game Developer with 10+ years of experience in game development, SDK engineering, and cross-functional team leadership. Specialized in Unity and Unreal Engine with a strong track record of managing and mentoring teams, delivering scalable multiplayer systems, immersive VR/AR training apps, and Web3-integrated games. Strong communicator with experience driving product vision, aligning tech teams with business goals, and shipping across mobile, web, and console.

SKILLS

- Programming: C++, C#, Java, JavaScript, Swift, Objective-C
- Game Engines: Unity, Unreal, Godot, Cocos2d-x, Cocos Creator, ThreeJS, PixiJS
- Platforms: iOS, Android, Web, Windows, Stadia
- Multiplayer & Backend: SmartFox Server, Photon, WebRTC, Kubernetes
- Leadership: Team Management, Mentoring, Agile/Scrum, Sprint Planning, Stakeholder Communication
- Tools: Git, JIRA, BLE, CI/CD, NFT/Web3

PROJECT HIGHLIGHTS

SDK & Platform Development

- **Audiomob:** Built Unity SDK for non-intrusive audio ads and led developer support.
- **TyrAds:** Created Unity SDK for gamified loyalty programs.
- **Tamatem Connect Plus:** Streamlined SDK to enhance integration across games.
- **MyWhoosh:** Developed BLE Unreal plugin for interactive fitness via smart bikes.

Key Game Projects

- **Double Jump (Web3 Platformer):** Multiplayer system, wallet integration, NFT minting on Solana.
- **Highstreet (MMORPG):** Play-to-earn logic, NFT crafting/trading, multiplayer implementation.
- **Estimation Kings:** Led design, AI logic, and deployment for mobile/web.
- **Destroy All Humans (Stadia):** Performance optimization and porting.
- Additional titles: *BombaBoo, PimpMyAlien, Sebar, World Cup Album*

PROFESSIONAL EXPERIENCE

Lead Game Developer – Shababeek Labs

Feb 2024 – Present

- Led development of VR-based enterprise training apps.
- Managed product cycles and team delivery from concept to deployment.
- Engineered SDKs for third-party tools and AI integration.
- Delivered training to client teams for solution ownership.

Sr. Unity SDK Engineer – Audiomob

Jul 2022 – Dec 2023

- Developed Unity SDK for audio ads; created native libraries (Java, Kotlin, Swift, Obj-C).
- Authored API docs and managed technical support for integration teams.

Sr. Unity Game Developer – Double Jump

Mar 2022 – Nov 2022

- Designed multiplayer logic and real-time chat system.
- Deployed backend on Kubernetes (GCP) and mentored junior engineers.
- Integrated NFT minting with Solana and Magic Eden.

Sr. Unreal Game Developer – Avrioc Technologies

Dec 2020 – Jul 2022

- Created Unreal plugins for BLE smart bike connectivity.
- Visualized trainer data and developed immersive gameplay/UI for *MyWhoosh*.
- Coordinated multi-platform deployment.

Lead Game Developer – LanaGames Company

Nov 2019 – Dec 2020

- Led a team of developers to build soccer simulations and user flow systems.
- Oversaw the port of *Destroy All Humans* to Stadia, managing optimization and shader fixes.
- Conducted daily team standups and managed production timelines.

Lead Game Developer – Zinad Company

Jul 2017 – Nov 2019

- Directed a multidisciplinary team to deliver AR/VR and WebGL games for security awareness.
- Managed project planning, team assignments, QA, and client communication.
- Developed interactive video-based learning tools with quizzes and scoring logic.

Senior Game Developer – El3ab.com

Jul 2015 – Jul 2017

- Designed and developed multiplayer card games using Java and SmartFox Server.
- Provided mentorship to junior developers and contributed to live operations.

Game Developer – Bookmark-Corp

Jul 2012 – Sep 2014

- Built UI, physics, character logic, and quiz tools for educational games.

EDUCATION

BSc in Computer Science – Minia University, Egypt

Game Development Diploma – Information Technology Institute (ITI), Egypt