

Mohamed Wessam

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SUMMARY

Gameplay programmer focused on scalable systems, multiplayer networking, backend integration, and technical architecture. Experienced with Unity, C#, FishNet, UI Toolkit, PlayFab, BrainCloud, and custom tooling/framework development. Focused on building scalable gameplay systems, multiplayer architecture, and technical tooling.

EXPERIENCE

Gameplay Programmer

Game Hermits

May 2023 – Present, Egypt, Mansoura

Indie Game Studio

- Integrating UI Design and Animations into games using MVC framework I developed for maintainable and stress-free free UI development workflow.
 - Developed turn based and real time multiplayer gameplay systems using Fishnet.
 - Integrated backend servers into unity by connecting the API with our UI and gameplay systems such as PlayFab and BrainCloud.
 - Developed games with data driven approach to improve iteration speed by reusing code and giving designers tools to improve game feel.
 - Built scalable UI framework for UI Toolkit.
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PROJECT

Metin2 Remastered

Game Hermits • January 2025 – March 2026

- Developed a server-authoritative MMORPG architecture in Unity using FishNet.
- Implemented world chunking and logic LOD systems to optimize multiplayer performance.
- Built composition-based entity architecture for scalable gameplay systems.
- Created custom tools to import and process legacy game data into Unity.
- Developed core MMO systems including inventory, loot, and questing.

C# OpenGL Engine

Personal Project • github.com/MWessam/Silk.NET-Game-Engine/tree/Refactor • January 2024 – Present

- Developed a custom 2D game engine in C# using OpenGL and Silk.NET.
- Used Arch ECS framework for gameplay, rendering, and physics systems.
- Implemented a command-buffer rendering pipeline and OpenGL abstraction layer.
- Created a dockable editor using ImGui with scene hierarchy, inspector, and gizmo tools.
- Developed systems for asset management, scene serialization, and 2D physics.

Social Games Platform

Game Hermits • April 2025 – September 2025

- Built a multiplayer social gaming platform using Unity and Nest.js.
 - Developed WebSocket-based social systems including lobbies, friends, and messaging.
 - Designed modular game architecture supporting multiple mini-game.
 - Implemented deterministic billiards physics for low-bandwidth synchronization.
 - Built scalable backend-integrated gameplay systems and UI architecture.
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EDUCATION

Bachelor of Science in Computer Science (Software Engineering)

Mansoura University • Mansoura, Egypt • 2026 • 3.72

SKILLS

Unity, C#, Multiplayer Networking, FishNet, Gameplay Systems, UI Toolkit, MVC/MVVM Architecture, Backend Integration, PlayFab, BrainCloud, REST APIs, WebSockets, Dependency Injection, VContainer, UniTask, IL Weaving, Mono.Cecil, Code Generation, OpenGL, ECS Architecture, Systems Programming, Tool Development, Performance Optimization, Nest.js
