

Youssef Ehab Alsayed

Game Developer | Full-Stack .NET Developer | IT Support

Alexandria, Egypt | +20 109 840 0085 | yosefehab515@gmail.com | [LinkedIn](#) | [GitHub](#)

SUMMARY

Second-year Computer Science student focused on game development, with hands-on experience building .NET business applications and solving real-world technical problems. Finished and released a solo Unity game, built and operate a live portfolio platform, and completed a software development internship on an internal SIM card management system. Open to game-development roles, remote or part-time software work, and team projects where I can keep learning.

EDUCATION

B.Sc. in Computers and Data Science — Intelligent Systems Program

Expected 2029

Alexandria University, Faculty of Computers and Data Science | Currently in second year

EXPERIENCE

Full-Stack Development Intern

Jun 2026 – Sep 2026

Fathalla International School for Applied Technology

- Learned SQL Server, database design, C#, WPF, and ASP.NET MVC, then applied them to real internal software projects.
- Completed Phase 1 and built Phase 2 of a SIM card management system, implementing new modules and adapting the application to changing requirements.
- Reworked an existing business application with major logic and security issues, correcting core problems and improving its reliability for the team.

Technical Support (summer roles)

Summers 2020, 2021, 2022

Fathalla Market

- Diagnosed and repaired employee PCs (slow systems, boot failures, component faults) and performed routine maintenance.
- Prepared new workstations: installed Windows and required software, migrated data from old machines, set up complete desks.
- Handled hardware replacements, PC cleaning, and network cable termination; coordinated with the network team on firewall, antivirus, and access setup.

PROJECTS

HFECLOUD — Portfolio & Project Platform (ASP.NET Core, PostgreSQL, R2)

hfecloud.com

- Built end-to-end a live multi-user platform where each member has a public portfolio with project pages; edits to published content go through admin review.
- Implemented role-based permission groups, email verification and login hardening, targeted notifications, an admin activity log, and NFC business cards with QR codes.
- Handle deployment and infrastructure: migrated from Azure to Render, Neon PostgreSQL, Cloudflare R2, and Cloudflare; added admin storage dashboard with usage alerts and automated daily database backups.

ShadowDrop — Unity Survival Game (Unity, C#, Unity Input System)

itch.io

- Solo-built and released a complete game: movement and dash systems, input buffering, falling-block hazards with cleanup, death conditions, UI, options, and performance work.
- Designed three escalating difficulty phases (faster falls, shorter hazard cooldowns) tuned to stay responsive and fair rather than frustrating.

SIM Card Management System (ASP.NET Core MVC, EF Core, SQL Server)

Internship project

- Internal application replacing spreadsheet-based tracking: users and permissions, SIM/USB records, subscriptions, providers, OTP handling, branches, VPN connections, quotas, reports, and automated renewal email notifications.

SKILLS

Game development	Unity, C#, game systems, player controllers, Unity Input System, physics
Web & software	ASP.NET Core MVC, C#, Entity Framework Core, SQL Server, PostgreSQL, HTML/CSS, Bootstrap, Docker, Git/GitHub
Software & security	Database design, authentication, authorization, permission systems
IT support	Hardware troubleshooting, Windows setup, PC maintenance, software deployment, network cabling

CURRENTLY LEARNING

Data analysis and intelligent systems through university coursework.