

Yousif Ragab

Game Developer, and C# Programmer

Aiming to make remarkable video games and Developing software that will help humanity in Many different ways



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WORK EXPERIENCE

FOUNDER

IntenseNation

08/2021 - Present

IntenseNation is a game developing studio working on numerous AAA and open world games for PC and consoles

Projects

- First Project: Marbles Playground: The Definitive Edition
- Developed 20+ development assets for Unity Engine
- Launched a professionally created website, including a digital store, and asset store

FOUNDER

Gamer Pirate Games

11/2016 - Present

Video game studio working on hypercasual mobile games

- Watch Out was featured on Tizen Store for a month and reached 100,000 downloads in 2 months after launch
- Created a total of 13 games so far
- Brakes Are Out was downloaded a total of 5,000 times so far on play store

C# PROGRAMMER

Tusi Studios

02/2018 - 06/2020

Game designers from all over the world

- Programmed a complete saving and loading system
- Improved an in-game building system drastically
- Programmed & designed an advanced main menu

EDUCATION

COMPUTER SCIENCE

Faculty of Computer and Information

09/2020 - Present

HIGH SCHOOL

IGSLSB

09/2017 - 07/2020

INTERESTS

Video Games Programming Designing

Technology Cars

SKILLS

C# Programming Unity Engine UI Design

Game Designing JavaScript Programming

AR

PERSONAL PROJECTS

ANTRAVITY 2 (05/2020 - Present)

- Biggest title I ever made, a stunt packed open-world racing game

Just Escape (10/2020)

- Made from scratch as a 2-day game challenge

Marbles Playground (11/2017 - 12/2020)

- First game I programmed from scratch, second biggest title

Tersala (06/2024 - Present)

- A platform where I mainly share my work, it's essentially many forums inside one platform, users can post, comment, or vote on any post

Basmaga (10/2024 - Present)

- A platform that makes it easier for students to study by containing all the questions and materials they need for their subjects in universities, while giving them the ability to add new questions.

FREELANCE PROJECTS

Riyadh Sustainability

Ambitious AR app showcased in COP28, which detects a 3d printed model and adds digital items like green areas, dynamic pedestrians, vehicles, birds, billboard, buses, garbage trucks, while changing the whole world characteristics based on the selected timeline (2023, 2027, and 2030)

Complex

Improved an early alpha version of a multiplayer card game and polished it to be ready for release, this includes creating a store, IAP, Admob Ads, improved multiplayer, text and voice chat, bots, and releasing it to iOS, macOS, Huawei App Gallery, Google Play Store, Windows, and WebGL

Future City

AR project which detects a 3D printed model and adds many digital items to give it a life like pedestrians, cars, planes, and so

ACHIEVEMENTS

Founded IntenseNation (08/2021 - Present)

Game developing studio working on numerous AAA and open world games for PC and consoles

Founded Gamer Pirate Games (11/2016 - Present)

Video game studio working on hypercasual mobile games.

LANGUAGES

English

Professional Working Proficiency

Arabic

Native Proficiency