



MUSTAFA GAMAL

Team Leader Web Developer

PROFILE

Detail-oriented, organized and meticulous Web Developer & 3D Modeler. Works at fast pace to meet tight deadlines.

Enthusiastic team player ready to contribute to company success. Extensive collaboration with teams to oversee site creation from initial planning through rollout. Detail-oriented approach to maintaining website responsiveness, effectiveness and security.

CONTACT

PHONE:
[+201060016150](tel:+201060016150)

LinkedIn:
[Profile link](#)

EMAIL:
mq.mustafagamal@gmail.com

HOBBIES

Drawing
Boxing
Swimming
Table Tennis

EDUCATION

Ahram Canadian University

2015 - 2019
GPA: 3.42
Worked as teacher assistant in computer graphics.

WORK EXPERIENCE

Raya Data Center- Team Leader Web Developer

6/2019 – Current

Responsibilities:

Identify user & system requirements - Create wireframes
Write or review code for various applications
Run functionality testing and debug code
Present design specs.

Skills Learned:

C#, .Net Framework, .Net Core, .Net WebForms, React, Python, Next.js, SQL Server, Postgres, PowerShell.

XDesign – Design Lead

09/2024 – 12/2024

Responsibilities:

- Created detailed 3D car models for body kits and full-body designs using Blender.
- Performed high-quality rendering of 3D models using Unreal Engine 5 to achieve realistic visual effects.
- Conducted regular reviews and iterations of models to meet project specifications and client requirements.
- Managed multiple projects simultaneously, ensuring timely delivery and adherence to quality standards.

Skills Learned:

Blender, Unreal Engine 5, Fusion 360

Vertex Advertising- Web Developer

10/2015 – 10/2016

Responsibilities:

Create website layout/UI by using simple HTML/CSS
Create Back-end side scripts using PHP

Skills Learned:

HTML, CSS, JavaScript, PHP, MySQL

Vertex Advertising - Programming Fundamentals Trainer
8/2016 – 8/2018

Responsibilities:

Teach programming fundamentals in (C++ , Java and Python)

3D Modeling (Self-Employed)

1/2020 – 4/2022

Responsibilities:

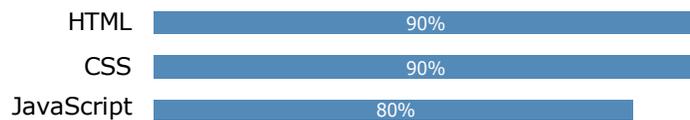
Model/Sculpt/Animate/Render 3D Objects using modeling & rendering tools

Tools Used:

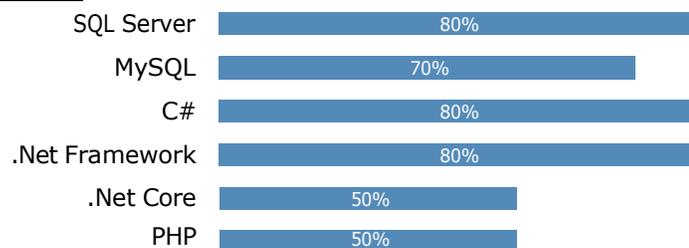
Blender- Unreal - Unity

SKILLS

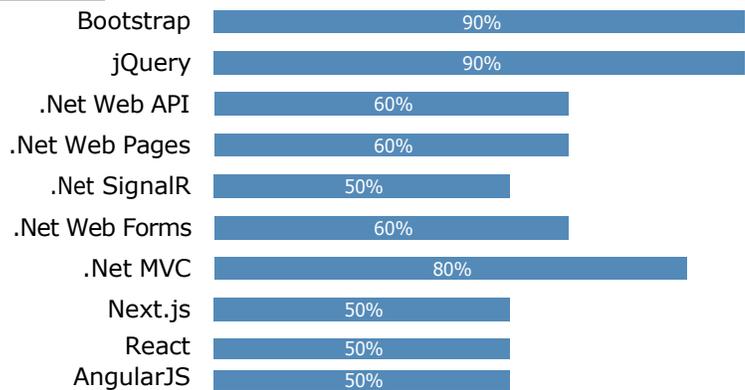
Front-End:



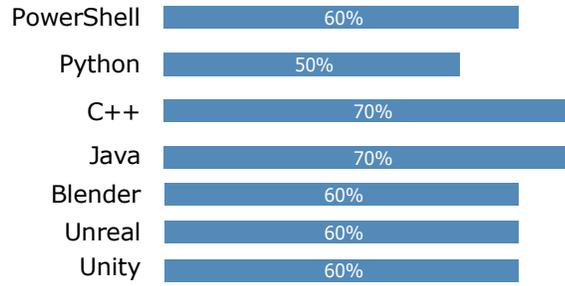
Back-End:



Frameworks:



Other:



ADDITIONAL INFO

Languages:

Arabic (Mother Tongue)
English (Fluent)

Personal Info:

Date of Birth: 31/07/1992
Nationality: Egyptian
Marital Status: Married
