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 as well

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 on

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	Arabic
Professional Working Proficiency	Native Proficiency