

Assembly Games Egypt

Finally the organized front of Egypt's game development industry, built by studios, for the ecosystem.

01 One organized front

A single credible body **international** partners can recognize, trust, and work with.

03 Real outcomes only

Every program have **metrics**: jobs placed, deals closed, projects shipped.

02 A shared standard

Define **hire-ready** and **market-ready in Egypt** — and hold it across the ecosystem.

04 A global bridge

Egypt's permanent seat at the **global** table through international partnerships.

WHAT AGE RUNS

01 Employer Council

Member studios collectively define Egypt's hiring standard — role ladders, portfolio bars, and test tasks.

02 Structured Talent Matchmaking

Studios post a role; candidates pass a rubric; pre-screened 1:1 interview events. No open networking floors.

03 Mentorship Program

Structured 8-week pairings between senior practitioners and emerging developers. Trained both sides.

04 Portfolio Reviews

Attend with your work. Leave with specific written feedback on exactly what to fix and why.

05 Salary Standard

Egypt's first public reference for what game developers actually earn, by role and experience level.

06 Investor & Publisher Access

Pitch preparation, business support, and curated introductions to investors looking at game dev teams.

07 Events, Accelerators, and Incubators

Work with local, regional, and international initiatives to launch new programs supporting the local industry.

WHAT AGE SOLVES FOR YOU

GREAT SKILLS. NO STAGE.

Your name carries weight. Back it with an institution that matches it.

Ambassadors are how AGE shows up at external events, panels, and international gatherings — extending the organization's credibility through their own, and gaining a platform with real institutional weight behind it.

WHAT YOU GET FROM AGE

01 External Representation

A platform with real institutional weight — Representing AGE at events signals that you're part of Egypt's organized game industry body — a different signal entirely.

03 Ecosystem Intelligence

Inside the most connected game dev network — Direct access to founding studios, senior practitioners, academic partners, and international connections.

05 International Partnerships

International visibility through AGE's partnerships — As AGE grows its international relationships, Ambassadors are the faces those partners see first.

02 Public Amplification

Amplified reach through AGE's network — Your appearances, talks, and contributions surfaced through AGE's channels, partner communications, and events.

04 Speaking & Panels

Priority speaking and representation opportunities — At AGE-organized events and through AGE's partner relationships with regional and international bodies.

06 Contributor in AGE's official story

Your role is building Egypt's first organized game industry body is documented and recognized. The association between serious professionals and a serious institution strengthens both.

WE NEED FROM YOU

- Represent AGE publicly at events, panels, and gatherings throughout the year
- Align with AGE's messaging before speaking on its behalf
- Stay active — Ambassador status is tied to visible presence, not a bio line
- Surface what you're hearing — your position gives AGE insight it can't get elsewhere
- Clear AGE-specific statements with the Executive Director before publishing

WHO FITS

- Senior practitioners with a track record the industry recognizes
- Figures already visible at events, panels, or in public industry discourse
- Professionals whose presence in a room signals quality to others
- People who can represent Egyptian game dev to an international audience

HOW TO JOIN

1. Apply through the AGE website
2. Get reviewed by the membership committee
3. Start showing up

[ASSEMBLYGAMESEGYPT.COM](https://assemblygameegypt.com)

Egypt has the talent. AGE makes it impossible to ignore.