

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

DOING THE WORK WITH- OUT **BACKING.**

You're already doing this. Now do it with structure, backing, and a path forward.

Community builders in Egypt are already running meetups and connecting developers — but doing it alone, without infrastructure or credibility. AGE gives your work an official home, a national network, and programs you can bring to your community directly.

WHAT YOU GET FROM AGE

01 Local Meetups

Official AGE chapter status for your local work — Your meetups become part of a national industry body. That changes how venues, sponsors, and attendees see what you're doing.

02 Chapter Reporting Loop

After each event, a brief report to AGE Ops feeds your community's needs directly into how national programs are shaped.

03 Program Pipeline Access

A playbook, not a blank page — AGE provides event formats, materials, and operational guidance so you're not building from scratch every time.

04 Cross-Chapter Network

Connection to other Chapter Leads across Egypt — share formats, coordinate on national events.

05 Local Practitioner Events

Senior practitioners for your events — Tap into AGE's network to bring working professionals to local gatherings without building relationships from zero.

06 A direct line into AGE leadership

Your community's needs go directly to the Executive Director — a real feedback channel that influences programs and the industry.

WE NEED FROM YOU

- — Run local events on a consistent cadence — at minimum once per quarter
- — Send a brief post-event report to AGE Ops after each gathering
- — Surface community problems early — don't sit on issues until they escalate
- — Conduct yourself as an AGE representative at all times in your geography
- — Get authorization before making commitments or statements in AGE's name
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WHO FITS

- · Active organizers already running consistent game dev community events
- · Campus leads building the game dev scene at university level
- · Trusted community figures with real local recognition
- · The test: what have you already organized and run? That's the application.
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HOW TO JOIN

1. Connect with the Executive Director
2. Define your geography or community
3. Agree on a first local activity together

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

Local presence is how AGE scales. **You are the mechanism.**