

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

EGYPT IS READY. YOU NEED A DOOR.

Access a serious market. Build relationships that last. Work with Egypt's most organized front.

International organizations wanting to engage Egypt's game development scene have no organized counterpart to work with. AGE is that counterpart — structured, credible, and ready to collaborate on exchanges, joint events, talent access, and more.

WHAT YOU GET FROM AGE

01 Organized entry into Egypt's ecosystem

One organized entry point into Egypt's ecosystem — Instead of navigating dozens of contacts, you work with a single body that coordinates across studios, talent, and educators.

03 Talent Pipeline Access

Access to Egypt's pre-screened developer pipeline through AGE's talent matchmaking — quality filtered, not a raw applicant list.

05 Joint Events & Programs

Co-host showcases, panels, and future annual events — AGE handles local production, you bring international reach.

02 Standards & Knowledge Sharing

What works in your market, applied to Egypt's context — shared between organized bodies, not individuals.

04 Mover In A Growing Market

Egypt's game industry is growing fast you set relationships for the next decade. Your organization listed in AGE's materials, events, and communications as a credible international collaborator.

06 Speaker Exchanges

Practitioners from your side speaking to AGE's community and vice versa. Reciprocal, structured, defined topics.

WE NEED FROM YOU

- Name a primary contact and a backup — partnerships shouldn't stall when one person moves
- Agree on one concrete first deliverable within 90 days — no open-ended MOUs
- Be transparent about capacity, timeline, and constraints from day one
- Treat this as bilateral — Egyptian market access in exchange for real value flowing back
- Respect local context — don't impose frameworks without understanding the ground

WHO FITS

- International game associations with active member communities
- Schools and universities with game development programs
- Studios looking to hire from Egypt or build collaborative relationships
- Incubators, accelerators, and event organizers with a genuine game dev focus

HOW TO JOIN

1. Identify your internal contact
2. Bring one specific collaboration proposal
3. Schedule a call with the Executive Director

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

Egypt is an untapped market. **AGE is the door.**