

# 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.

Advance your career. Access the industry. Get the support structure Egypt's developers have been missing.

Egypt's game development talent is real — but it's scattered, invisible, and disconnected from the people and opportunities that matter. AGE builds the stage: structured programs, real industry connections, a hiring pipeline, and a community serious enough to change your trajectory.

## WHAT YOU GET FROM AGE

### 01 Mentorship from working practitioners

Structured 1:1 pairing with senior developers matched to your goals — not online courses, not theory.

### 02 Salary Standard & Role Definitions

Know what the market actually pays — Egypt's first game dev salary benchmark. Stop guessing, stop underselling yourself.

### 03 Portfolio reviews & open houses

Review sessions where professionals tell you exactly where you stand and what to fix.

### 04 Job board tied to quality standards

Get in front of studios actively hiring — Structured interview events where you're pre-screened. No cold applications, no mass emails.

### 05 Workshops on real craft & production

Sessions on hiring realities, technical craft, production standards, and business fundamentals.

### 06 Showcases & Community Meetups

Your work in front of studios, investors, and international partners at AGE showcases and events. Regular in-person gatherings across Egyptian cities and campuses.

## WE NEED FROM YOU

- Work in game development or a closely adjacent real-time field
- Show up to at least one AGE program or event per cycle
- Maintain a current portfolio or documented area of practice
- When in a position to — give back: review, mentor, or help run an event

## WHO FITS

- Gameplay programmers, engine/tools engineers, technical artists
- 2D/3D artists, animators, game designers, narrative and audio designers
- Producers, QA, and studio-adjacent ecosystem roles
- XR, simulation, and real-time professionals with game-pipeline overlap

## 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.