

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 STUDIO. WRONG PIPELINE.

Hire better. Collaborate smarter. Reach markets you can't reach by operating alone.

Egyptian studios are hiring blind, scaling without infrastructure, and invisible to the international partners who could change their trajectory. AGE fixes all three — with a structured talent pipeline, publisher and investor access, and the organized industry front that makes Egypt impossible to ignore.

WHAT YOU GET FROM AGE

01 Employer Council — you set the bar

Set Egypt's hiring standard — The Employer Council is where studios align on role definitions, portfolio bars, and test tasks. You shape it.

03 Investor & Publisher Connections

Investor connections when you're ready — Pitch prep, IP housekeeping support, and curated introductions to investors looking at game dev teams.

05 Meetups

Causal Meetups between studios to discuss the industry and find solutions and propose them as an entity shaping the future.

02 Structured Talent Matchmaking

A pre-screened talent pipeline — Candidates evaluated against a published rubric before you see them. Your time goes to interviews, not screening.

04 Joint Events & Showcases

Studio recognition across the ecosystem — Your studio visible in AGE materials, events, and communications. Every serious developer knows who's active.

06 Shared Resources

Co-organized events, demos, and jams — Shared infrastructure for public-facing events. Lower cost, wider reach, better production than running solo.

WE NEED FROM YOU

- Name one representative with decision-making capacity
- Deliver one contribution per cycle: a talk, hiring session, mentorship, or internship
- Participate in the Employer Council — show up and follow through
- Keep AGE independent — not your recruitment channel or marketing vehicle

WHO FITS

- Game studios and interactive startups at any stage
- Small teams with a clear game development or real-time focus
- Companies looking to hire locally, access international partnerships, or raise
- The test: does your work build, ship, or directly support game development?

HOW TO JOIN

1. Contact the Executive Director
2. Assign your studio representative
3. Attend the first studio gathering

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

The studios that help build the ecosystem **are the ones that get to shape it.**