ELSEWEDY
UNIVERSITY OF TECHNOLOGY

INTRODUCES THE INTERNATIONAL POLYTECHNIC MODEL TO EGYPT, BRIDGING THE GAP BETWEEN THEORY AND PRACTICE.

GAME DEVELOPMENT TECHNOLOGY PROGRAM

Our Game Development Technology Program blends technical engineering with creative design, preparing students to excel in the fast-growing global gaming industry. Through a multidisciplinary curriculum, students gain strong foundations in software development, 2D & 3D graphics, animation, game engines, and interactive system design.
With hands-on training in state-of-the-art labs and real-world project development, students build and publish game projects, learn collaborative production processes, and master modern tools like Unity and Unreal Engine. Graduates emerge ready to develop, design, and optimize interactive digital experiences — becoming skilled contributors to the future of game technology and entertainment.

GRADUATES OF THIS PROGRAM WILL HAVE A CAREER PATH IN →

- Computer/Application Programmer
- User Support Technician
- Web Developer
- Software Quality Assurance Tester
- Information Systems Analyst and Consultant
- AR/VR Specialist
- Technical Artist
- Unity/Unreal Engine Developer
- Game Gameplay Programmer

ELIGIBILTY **To Apply**

Thanaweya Amma and all equivalent certificates are eligible for SUTech - Polytechnic of Egypt (IG - American Diploma - IB and more).

Apply Now

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SOFTWARE ENGINEERING
GAME DEVELOPMENT
TECHNOLOGY



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SCHOOL OF
ENGINEERING TECHNOLOGY

SOFTWARE ENGINEERING
GAME DEVELOPMENT
TECHNOLOGY

YEAR 1:

- Introduction to Computer and Programming
- Applied Mathematics I
- Computer Aided Engineering Drawing
- Principles of Law, Human Rights & Ethics
- English Language I
- Orientation to Field and Studies
- Object Oriented Programming
- Network Basics
- Principles of Physics
- Basics of Game Graphics
- Database Management
- University Elective I
- CET Internship I

YEAR 2:

- Software Engineering
- Operating Systems
- Game Programming
- Data Structures & Algorithms
- Presentation Skills & Technical Writing
- Applied Mathematics II
- Graphics Programming
- Game Design
- Artificial Intelligence
- CET Project II
- University Elective II

YEAR 3:

- Advanced Object Oriented Programming
- Advanced Data Structures & Algorithms
- Game Mathematics
- Game Physics
- Cyber & Information Security
- University Elective II
- Advanced Software Engineering
- GD Major Elective I
- Game Publishing and Analytics
- Advanced Game Programming
- Project Management
- English Language II
- CET Internship II

YEAR 4:

- Game Industrial Business
- CET Project III
- Thesis I
- GD Major Elective II
- CET Project IV
- Thesis II



PROGRAM ELECTIVE Courses

01 Mobile Application Development

02 Web Programming

03 Advanced Web Programming

04 Cloud Databases

05 Data Analytics and Visualization

06 DevOps

07 Serious Games & Gamification

08 Game UI/UX Design