AMEN ALAYA

GAME DEVELOPER

CONTACT

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EDUCATION

Higher Institute of Computer Science and Management of Kairouan

Bachelor of Science in Computer Network

2016-2019

Hedi Khefacha Monastir high school

High school diploma in Mathematics

2011 - 2016

LANGUAGES

- English
- Arabic
- French

PROGRAMING LANGUAGES & TECHNOLOGIES

- C#
- C++
- Python
- Unity
- Blender
- Substance Painter
- Visual Studio Code
- Adobe Photoshop
- Adobe Illustrator
- Firebase
- AWS

PROFILE

Innovative game developer with over 15 years of experience in the gaming field. Helped put the building blocks of a start-up company's gaming segment. I worked with a team to develop a platform for kids.

WORK EXPERIENCE

team lead/Game developer

HS-Teck   2023-present

- I am a game developer with a strong background in game design and development, as well as a proven track record as a team lead. I have successfully designed and developed 'Mazics,' a platform game that offers intricate mazes and dynamic physics-based puzzles. In my role as a team lead, I guided and inspired a team of developers and artists to collaborate effectively, ensuring the project's success. My expertise in game design, mobile development, and leadership skills allowed us to create an engaging and enjoyable mobile gaming experience, showcasing my ability to lead teams and deliver high-quality games.

Tech lead

Horizon Education   2022-2023

- I successfully created a unique tool designed for another company, enabling teachers to effortlessly create quizzes that can be seamlessly converted into mini games for an interactive learning experience. This project not only demonstrates my technical proficiency but also underscores my commitment to enhancing education through gamified content. It showcases my ability to bridge the gap between education and entertainment, providing valuable solutions for educators and learners alike.

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GAME DEVELOPER

- Helped enrich the user experience within the application.
- Created packages to be used in a game development engine (Unity) to speed up productivity.
- Recruited team members to better the roaster of the company.
- Worked on updating and upgrading the company's platform
- Build framework that allows any teacher to make his own quiz then get generated automatically into game

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Game Developer

Horizon Education

- Made more than 10 mini-serious games.
- Used Firebase's real-time database to make a framework that controls each game's leaderboard.
- Created a package that manages all the games' UI.
- Optimized the old games.

SKILLS

- Experience in all areas of game development including but not limited to coding, troubleshooting, and 3D.
- Proficiency in most 3D game development software including but not limited to Unity, Blender, and substance painter.
- Experience in Unreal Engine game development.
- Ability to lead and organize a group of creative individuals to work as a cohesive team.
- Excellent communication skills.
- Ability to troubleshoot and problem-solve.
- Always up to date with current and future technologies.
- Comfortable working independently and in a team setting