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# AMEN ALAYA

## SENIOR GAME DEVELOPER

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### PROFESSIONAL SUMMARY

Accomplished Game Developer and Team Leader with a proven track record at Horizon Ed., where I developed so many games with different genres, significantly boosting sales. Expert in coding and 3D modeling, I excel in fostering team productivity and innovation. Renowned for problem-solving abilities and adept at enhancing gaming experiences through advanced programming languages and design.

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### SKILLS

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|------------------------|---------------------------|
| Coding skills          | Games development         |
| Game prototypes        | Gaming design             |
| Knowledgeable in Unity | Programming languages     |
| Proficient 3D modeling | Product conception        |
| Video game development | Problem-solving abilities |
| Operations management  | Coaching and mentoring    |
| Process improvement    | Performance monitoring    |
| Task delegation        |                           |

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### WORK HISTORY

**Game Developer**, 03/2024 - 08/2024

**Meducol** – Remote

- Designed and implemented immersive game levels, integrating in-game mechanics to enhance player engagement and gameplay flow.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Designed and implemented innovative gameplay mechanics, delivering engaging and challenging gaming experiences that enhanced player satisfaction and retention.
- Developed high-quality 3D models, textures, animations, and other assets for multiple video games, ensuring visual consistency and alignment with artistic and technical requirements.
- Enhanced game performance by conducting rigorous testing and profiling, identifying and resolving bottlenecks to optimize frame rates and overall stability.

## **Game Developer, 12/2023 - 03/2024**

### **Ethos Studio – Remote**

- Optimized game performance and loading times for PC and mobile platforms to enhance user experience.
- Improved overall game quality with thorough playtesting, identifying areas needing improvement or adjustment.
- Utilized C# to program logic, rules and AI in various game titles.
- Analyzed existing codebases, recommending improvements based on industry best practices

## **Team Lead, 05/2023 - 11/2023**

### **UCOD – Remote**

- Promoted a positive work environment by fostering teamwork, open communication, and employee recognition initiatives.
- Enhanced overall team performance by providing regular coaching, feedback, and skill development opportunities.
- Established clear performance metrics for the team which helped in tracking progress towards set targets effectively.
- Coached team members in techniques necessary to complete job tasks.
- Coordinated project planning and execution with team members and team leads.
- Communicated effectively with team members to deliver updates on project milestones and deadlines.
- Managed full product lifecycle, from ideation through post-launch support, ensuring consistent quality control measures were in place.
- Provided regular updates on project status to internal teams and external stakeholders, maintaining transparency throughout the development process.

## **Team Leader Manager, 06/2021 - 04/2023**

### **Horizon Ed. – Sousse**

- Led employee relations through effective communication, coaching, training, and development.
- Conducted regular performance reviews, providing constructive feedback and coaching to facilitate continuous improvement among employees.
- Enhanced team productivity by implementing efficient workflow processes and setting clear performance expectations.
- Stayed calm, collected and logical during stressful moments to identify and implement optimal solutions.
- Developed and implemented game levels with in-game mechanics.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Created 3D models, textures, animations and other assets for multiple video games.
- Developed 2D and 3D video games for PC and mobile platforms using Unity 3D.
- Developed innovative gameplay mechanics to provide challenging and enjoyable gaming experiences.

- Streamlined game development process for increased efficiency through collaboration with cross-functional teams.
- Integrated third-party SDKs for analytics, monetization, and social features to enhance the gaming experience.
- Leveraged scripting languages like C# to maximize versatility in designing unique gameplay mechanics.
- Developed in-company framework and documented the newer implementations that made working with it clearer and easier.
- Developed 10 games with different genres for example hyper casual games which resulted in variation of content and increase of sales on the platform.
- Improved existing architecture of the platform which made it smoother and more optimized.

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## EDUCATION

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**Bachelor of Science:** Computer Systems Networking And Telecommunications, 05/2019

**Institute of Computer Science And Management** - Kairouan, Tunisia

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## LANGUAGES

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**Arabic** Native language

|   |    |   |   |
|---|----|---|---|
| English   | B2 | French  | B1  |
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| Upper intermediate  |    | Intermediate  |   |