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# AMEN ALAYA

## GAME DEVELOPER

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### PROFESSIONAL SUMMARY

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Accomplished Game Developer and Team Leader with a proven track record at Horizon Ed., where I spearheaded the development of 10 children's games, 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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### WEBSITES, PORTFOLIOS, PROFILES

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- [amenalaya.github.io/](https://amenalaya.github.io/)
- [linkedin.com/in/amen-alaya/](https://linkedin.com/in/amen-alaya/)

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### SKILLS

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Coding skills

Game prototypes

Knowledgeable in Unity

Proficient 3D modeling

Video game development

Operations management

Process improvement

Task delegation

Games development

Gaming design

Programming languages

Product conception

Problem-solving abilities

Coaching and mentoring

Performance monitoring

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### WORK HISTORY

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

**Meducol** – Remote

- Developed and implemented game levels with in-game mechanics.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Developed innovative gameplay mechanics to provide challenging and enjoyable gaming experiences.
- Created 3D models, textures, animations and other assets for multiple video games.

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

## **Ethos Studio – Remote**

- Developed and implemented game levels with in-game mechanics.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- 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.

## **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.

## **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 for children which resulted in variation of content and increase of sales on the platform.

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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

Upper intermediate

Intermediate