

# MOHAMED KHALIL MZOUGH

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## Education

### Institute of Arts and Multimedia Manouba

Bachelor's degree in Video Game Development

Sep. 2021 – May 2024

University of Manouba

### Institute of Arts and Multimedia Manouba

Associate Degree in Multimedia Communication

Sep. 2020 – May 2021

University of Manouba

### ibn arafa jdaida

High School Diploma in Mathematics

Sep. 2015 – May 2020

Djedeida, La Manouba

## Experience

### Lanterns Studio

Game Developer Intern

January 2024 – August 2024

Charguia, Tunis

- Developed a narrative-driven cooperative split-screen game using Unreal Engine, employing both Blueprint visual scripting and C++ for game mechanics and functionality.
- Utilized Blender to correct and refine animation root motion and in-place animations, ensuring smooth and accurate integration into game environments.
- Optimized game environments by implementing LODs and Nanite for dynamic level of detail management, enhancing rendering efficiency, and refactoring code to reduce runtime errors and improve overall application speed.
- Contributed to project planning and task management, ensuring that development milestones were met on time and that resources were effectively allocated across the team.

### Upwork

Freelance Game Developer

May 2023 – November 2023

Remote

- Created and developed interactive games for PC, mobile using Unity, C# from concept to deployment.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.

## Projects

### Multiplayer Kitchen Game | C#, Unity, Netcode

June 2024 – Present

- Creating a cooperative multiplayer kitchen simulation game, where teamwork is essential to complete as many recipes as possible within a limited time.
- Supports up to 4 players working together to manage kitchen tasks and prepare dishes efficiently.
- Created an interactive UI that displays recipe instructions and time remaining.

### Chess | C#, Unity

May 2024 – Present

- Developed a fully functional chess game using C# and Unity, featuring standard chess rules and gameplay mechanics.
- Developing systems for player matchmaking and game lobbies to facilitate easy connections and game setup.
- applying SOLID principles and design patterns to enhance code structure and maintainability.

### Advanced Character Mechanics | Unreal Engine, C++, ALS, MetaHuman

October 2023 – Present

- Integrated ALS to provide sophisticated character movements, including advanced walk, run, jump, and crouch mechanics, with smooth transitions and responsive controls.
- Utilized MetaHuman technology to create and customize realistic, high-quality character models with detailed facial animations and expressions.

## Technical Skills

Languages: C/C++, C#, Python, Java, HTML/CSS, JavaScript, SQL

Spoken Languages: Arabic, English, French

Programs: Visual Studio, Visual Studio Code, Unity, Unreal Engine, Blender, GitHub

## Additional Experience

### Audio Transcriptionist

Freelance

July 2021–February 2022

- Accurately transcribed interviews and dialogues on diverse topics, ensuring clarity and precision in capturing multiple speakers' contributions.
- Maintained strict confidentiality of sensitive information and project details, adhering to privacy standards.
- Consistently met project deadlines by managing time effectively and prioritizing tasks.