# Mohamed Khalil Mzoughi

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## Education

**Institute of Arts and Multimedia Manouba** **Sep. 2021 – May 2024**
*Bachelor's degree in Video Game Development* *University of Manouba*

**Institute of Arts and Multimedia Manouba** **Sep. 2020 – May 2021**
*Associate Degree in Multimedia Communicationt* *University of Manouba*

**ibn arafa jdaida** **Sep. 2015 – May 2020**
*High School Diploma in Mathematics* *Djedeida, La Manouba*

## Experience

**Lanterns Studio** **January 2024 – June 2024**
*Game Developer Intern* *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.

**Independent Freelance Work** **May 2023 – November 2023**
*Freelance Game Developer* *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 Stuido, Visual Stuido Code, Unity, Unreal Engine, Blender, GitHub

## Additional Experience

**Audio Transcriptionist** **July 2021–February 2022**
*Freelance*

- 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.