

Nassef Bouanane

Game Developer and Designer

+21652261590

[Portfolio](#)

bouananenassef0@gmail.com

I am a highly competent Game Developer and Designer, with five years of experience in object-oriented programming and building complex games and applications. Expertise in building all kinds of video games ranging from hyper-casual to VR experiences, I shipped multiple products to different storefronts and have a proven record of delivering clean, documented, efficient, and maintainable code.

PROFESSIONAL EXPERIENCE

Team Lead at Masarat | Riyadh, KSA (2023 - Present)

- **Game Mechanics Design:** Developed detailed game mechanics, including rules, systems, and gameplay loops, ensuring balance and fun.
- **Prototyping:** Created prototypes to test and refine gameplay ideas, using feedback to iterate and improve the game design
- **Documentation:** Produced comprehensive design documents, including game design documents (GDD), flowcharts, and wireframes, to communicate ideas clearly to the development team.
- **Collaboration:** Worked closely with artists, programmers, and other team members to ensure cohesive game development and alignment with project goals.

Projects:

- [King Khaled Foundation XR Car Carbon Emission](#)
- [King Khaled Foundation XR House Emission](#)
- [Cybersecurity Training](#)

Technical Game Designer at SheTech | Dubai, UAE (Aug 2022 - Sep 2023)

- Led a team of game developers, overseeing the "[Virtual Adventure Workout](#)" project.
- Crafted innovative game mechanics, menus, and intricate systems, including Heart Rate Tracking and calorie tracking.
- Established seamless data flow between games and a comprehensive dashboard, enhancing user experience and data analysis.
- Authored comprehensive Game Design Documents (GDD) to provide a structured blueprint for the games' development and features.

Projects:

- [WindBreaker: VR Boxing Module](#)
- [Ruins of Velocity: VR Running Module](#)
- [Aether: VR Biking Module](#)

Game Developer at Dulasha | Tunis, Tunisia (Dec 2021 - Juin 2022)

- Spearheading the development of Dulasha's proprietary product, an innovative application that seamlessly employs augmented reality (AR) technologies to unveil diverse narratives from our rich folklore.
- Conceptualizing and refining the intricate workflow of the product to ensure an intuitive and engaging user experience.
- Assiduously tracking project tasks and milestones to uphold project timelines and facilitate smooth execution.
- Mentoring and guiding interns, providing them with a structured learning environment conducive to honing their skills and fostering professional growth.

Game Development Instructor at Sapious | Tunis, Tunisia (Jul 2021 - Dec 2023)

- Nurturing and guiding trainees through a comprehensive curriculum, imparting essential proficiencies in game development.
- Instructing and elucidating the foundational principles of programming, equipping students with a robust skill set to navigate the intricacies of game creation.
- Cultivating an understanding of game design principles, and fostering a creative mindset essential for crafting captivating and immersive interactive experiences.
- Fostering problem-solving capabilities among trainees, facilitating their ability to address challenges and devise effective solutions within the realm of game development.

[Articles](#)

Game Developer at Dark Wing | Tunis, Tunisia (Jul 2021 - Dec 2021)

- Skillfully orchestrating User Interface Interactions, elevating the user experience, and fostering seamless engagement.
- Masterfully crafting a dynamic dialogue system, enriching the game's narrative depth and player engagement.
- Exemplary involvement in sculpting rudimentary enemy AI systems, notably in the realm of patrolling behaviors, thereby enhancing the game's strategic intricacies.
- Immersive exploration into the realm of developing custom Editors within the Unity framework, augmenting efficiency and facilitating streamlined workflows.

Game Developer at Envast | Sousse, Tunisia (Jan 2021 - Juin 2021)

- Worked with a team of developers on an educational games.
- Optimized Mobile Experience.
- Worked with Unity UI.

EDUCATION

ISIGK | Kairouan, Kairouan Computer Science | 07/2021

SKILLS

- Game Development
- Unreal
- Blueprints
- XR
- Game Design
- Git
- Shaders
- Mobile Games
- Unity
- C#
- VR