

NAME

Amer Ajami

DESCRIPTOR

Studio-Ops and Co-Founder of Super Weapon Games

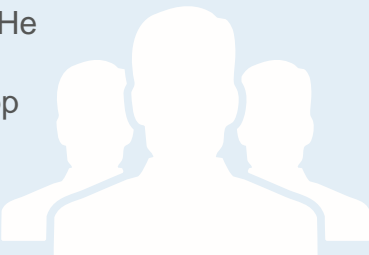
QUOTE

“We work to create the high quality games we love as players; doesn’t matter which platform we release it on.”



WHO IS IT ?

A 25 – 35-year-old man currently working in Los Angeles, California in a small team known as Super Weapon Games. He worked on many other games in the past mainly as a producer but now he has created his own independent development team. Despite their size of less than 10 people, they made their first game and it is on the Android and App store. It was successful enough to keep them going and they are currently working to support it and their next game.



WHAT GOALS?

After the success of their first game, Amir is looking to expand his team to work on his next game. He is looking for someone interested in design that could work either as a QA tester or as a designer.



WHAT ATTITUDE?

While looking for applicants for the position he is looking for, he stumbles on my portfolio. It showcases the games I have made, the experience I have had and more importantly, my contact info to get a hold of me.



WHICH BEHAVIOUR?

Part of looking at design is how the website is presented. It’s not something that takes huge priority but it can definitely make someone stand out if they understand design in multiple areas. It can also help direct the user to the proper locations he is looking for.

Which Trends, mindstyles or other indicators are applicable for this persona?

How important are functional, emotional, expressive benefits.

Fast or slow decision maker?
Why, how can you tell?

Decisions made on facts or emotion?
Why, how can you tell?

