Mohamed Yacoubi

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Profile

Creative and skilled game professional with **2 years of experience** in game development, game design, and UI design. Experienced in building engaging gameplay, designing intuitive interfaces, and creating enjoyable player experiences. Passionate about bringing ideas to life through innovative design and polished implementation while continuously learning new tools and techniques.

Education

2022 – 2025	**National Bachelor's Degree in Arts and Mediation** *Higher Institute of Multimedia Arts of Manouba, Tunisia*
2018 – 2022	**Baccalaureate in Computer Science** *Kheireddine Becha High School, Tunisia*

Skills

Design & Graphic Creation: Adobe Suite , Blender, 3ds Max , UI/UX , Figma	**Programming Languages** Python, C, C#, C++, SQL, MySQL, JavaScript, PHP
Sound Design , Adobe Audition FL Studio , Adobe Audition	**Game Dev** Unity, Unreal Engine, Photon, Plastic SCM,Git

Jacoub Studio

2024	**Behind the Screen** Development of a narrative game where player choices influence the story progression.
2024	**StrikeZone** online game for up to 4 players, featuring dynamic physics and strategy mechanics.
2025	**A Room Once Shared** a game about being trapped in a loop of memories, where the past becomes both a refuge and a prison you must learn to let go of.

Siv Games

2025	**Psps Dream Mart** Psps Dream Mart is a cozy supermarket simulation game where all customers are cats. Players build, customize, and manage a feline-themed store, unlock hundreds of products, and grow their business in a charming cat village.
2025	**FoodPals Rush** FoodPals Rush is a fast-paced food delivery game where players race against the clock to deliver meals through challenging routes. The game blends speed, strategy, and upgrades to create an engaging arcade-style delivery experience.

Game jam

2025	**Living in Bubble**
	Narrative game developed in 48 hours at Global Game Jam 2025: A young boy, trapped by his mother's overprotection after a family tragedy, faces a choice stay confined in his repetitive life or uncover the secrets his family is hiding. As he explores his home in silence, he pieces together a dark mystery while avoiding his mother's watchful eye. 4th place at Global Game Jam Tunisia 2025.
2026	**Perception**
	Narrative game developed in 48 hours at Global Game Jam 2025: Perception is a short-form psychological narrative game where players navigate a fractured mind shaped by trauma, isolation, and avoidance.
	5th place at Global Game Jam Tunisia 2026.

Langues

Languages:

Languages:
- Arabic: Native language
- French: B1
- English: B2