
AMEN ALAYA

SENIOR GAME DEVELOPER

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PROFESSIONAL SUMMARY

Accomplished Game Developer and Team Leader with a proven track record at Horizon Ed., where I developed so many games with different genres , significantly boosting sales. Expert in coding and 3D modeling, I excel in fostering team productivity and innovation. Renowned for problem-solving abilities and adept at enhancing gaming experiences through advanced programming languages and design.

WEBSITES, PORTFOLIOS, PROFILES

- amenalaya.github.io/
- linkedin.com/in/amen-alaya/
- meteoroid-studios.itch.io/

SKILLS

Coding skills

Games development

Game prototypes

Gaming design

Knowledgeable in Unity

Programming languages

Proficient 3D modeling

Product conception

Video game development

Problem-solving abilities

Operations management

Coaching and mentoring

Process improvement

Performance monitoring

Task delegation

WORK HISTORY

Game Developer, 03/2024 - 08/2024

Meducol – Remote

- Designed and implemented immersive game levels, integrating in-game mechanics to enhance player engagement and gameplay flow.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Designed and implemented innovative gameplay mechanics, delivering engaging and challenging gaming experiences that enhanced player satisfaction and retention.

- Developed high-quality 3D models, textures, animations, and other assets for multiple video games, ensuring visual consistency and alignment with artistic and technical requirements.
- Enhanced game performance by conducting rigorous testing and profiling, identifying and resolving bottlenecks to optimize frame rates and overall stability.

Game Developer, 12/2023 - 03/2024

Ethos Studio – Remote

- Optimized game performance and loading times for PC and mobile platforms to enhance user experience.
- Improved overall game quality with thorough playtesting, identifying areas needing improvement or adjustment.
- Utilized C# to program logic, rules and AI in various game titles.
- Analyzed existing codebases, recommending improvements based on industry best practices

Team Lead, 05/2023 - 11/2023

UCOD – Remote

- Promoted a positive work environment by fostering teamwork, open communication, and employee recognition initiatives.
- Enhanced overall team performance by providing regular coaching, feedback, and skill development opportunities.
- Established clear performance metrics for the team which helped in tracking progress towards set targets effectively.
- Coached team members in techniques necessary to complete job tasks.
- Coordinated project planning and execution with team members and team leads.
- Communicated effectively with team members to deliver updates on project milestones and deadlines.
- Managed full product lifecycle, from ideation through post-launch support, ensuring consistent quality control measures were in place.
- Provided regular updates on project status to internal teams and external stakeholders, maintaining transparency throughout the development process.

Team Leader Manager, 07/2019 - 05/2023

Horizon Ed. – Sousse

- Led employee relations through effective communication, coaching, training, and development.
- Conducted regular performance reviews, providing constructive feedback and coaching to facilitate continuous improvement among employees.
- Enhanced team productivity by implementing efficient workflow processes and setting clear performance expectations.
- Stayed calm, collected and logical during stressful moments to identify and implement optimal solutions.

- Developed and implemented game levels with in-game mechanics.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Created 3D models, textures, animations and other assets for multiple video games.
- Developed 2D and 3D video games for PC and mobile platforms using Unity 3D.
- Developed innovative gameplay mechanics to provide challenging and enjoyable gaming experiences.
- Streamlined game development process for increased efficiency through collaboration with cross-functional teams.
- Integrated third-party SDKs for analytics, monetization, and social features to enhance the gaming experience.
- Leveraged scripting languages like C# to maximize versatility in designing unique gameplay mechanics.
- Developed in-company framework and documented the newer implementations that made working with it clearer and easier.
- Developed 10 games with different genres for example hyper casual games which resulted in variation of content and increase of sales on the platform.
- Improved existing architecture of the platform which made it smoother and more optimized.

EDUCATION

Bachelor of Science: Computer Systems Networking And Telecommunications, 05/2019

Institute of Computer Science And Management - Kairouan, Tunisia

LANGUAGES

Arabic Native language

English

B2

French

B1

Upper intermediate

Intermediate