

# MOHAMED MOOTAZ AZAIEZ



+34 600956611  
mootaz1997@gmail.com

## PROFILE

### Game Designer & Developer.

A creative force on a mission to bring imagination to reality, passionate Game Designer and Developer with a proven track record and a Master in Game Design and Development from UNIVERSAL ARTS SCHOOL.

## WORK EXPERIENCE

02/2016 – PRESENT VALENCIA, SPAIN

### Game Designer & Developer Freelance DrakeSpirit

- Created and developed 24 PC/mobile games and Game Design Documents, demonstrating a deep understanding of game development.
- Cultivated an active user base with over 1 million downloads and received 12.7k positive reviews.
- Successfully delivered 5 real-time multiplayer games with custom servers for enhanced gameplay experience.

07/2019 – 06/2020 SOUSSE, TUNISIA

### Game Development Instructor Internship GoMyCode

- Led instruction in game development for a diverse group of 40+ students.
- Utilized Unity and C# to deliver comprehensive instruction.
- Collaborated on the successful development of 6+ games, including programming and Game Design Document creation.
- Resolved technical issues and optimized 6 games, resulting in a 22% increase in total downloads.
- Communicated effectively with a cross-functional team of 13 members from various departments.

## EDUCATION

10/2022 – 07/2024 VALENCIA, SPAIN

### Game Design | Master's degree Universal Arts School

## EDUCATION

10/2021 – 06/2022 MADRID, SPAIN

### Spanish Language | B2 Level Ail Madrid

09/2016 – 07/2020 SOUSSE, TUNISIA

### Computer Science & Interactive Multimedia | Bachelor's degree ISITCOM Sousse

## SKILLS

### LANGUAGES

Arabic  
English  
Spanish  
French

Native  
Professional  
Professional  
Limited

### HARD SKILLS

-Game Design  
-Level Design  
-Game Programming:  
Unity C#, GameMaker 2  
GML  
-Prototyping in-engine:  
Unity, Unreal,  
GameMaker  
-Media Producing:  
Trailers, Teasers,  
Posters, GamePlay  
-Project Management

### ENGINES

Unity  
GameMaker 2  
Unreal Engine



## STRENGTHS

# Creativity # Dedication # Team-working  
# Communication # Leadership  
# Public speaking # Presenting # Patience



## AWARDS

📅 04/2024

### Best Theme Alignment Award Universal Arts School

<https://drakespiritdev.com/retro-nights/>

- Our team of 5 artists and developers made **Retro Nights** which is a rhythm-based music game
- The game was our participation in the **UA Creator Jam** with the theme “Retro” where we had just three days to complete it.
- Retro Nights was the Winner of the **Best theme Award**.

📅 02/2024

### Best Game & Best Design Awards Global Game Jam Valencia24

<https://drakespiritdev.com/our-collection/three-guys-walk-into-a-bar/>

- **Three Guys Walk into a Bar** is a 2D platformer runner game made by our team of seven including artists, animators, and developers.
- The game created for the **Global Game jam 2024 Valencia** with the theme “Make Me Laugh.” where we had 48 hours to finish.
- Demonstrated leadership by spearheading the team to win the **Best Game Award** and **Best Game Design Award**.

📅 02/2023

### Best Story Award Global Game Jam Valencia23

<https://drakespiritdev.com/projects/shit-happens/>

- S\*it Happens is a 2D platformer comedy game made by our team of four artists and developer.
- This game was made for the **Global Game Jam Valencia 2023**, with the theme “Roots” where we had 48 hours to finish.
- The game Awarded **The Best Story Award**.



## PROJECTS

📅 08/2024 📍 VALENCIA, SPAIN

### Game Designer & Developer Army Moves OverDrive

- Collaborated with a team of seven to redesign and develop Army Moves Overdrive, a remake of the classic Action/Shooter Spanish game Army Moves using Unity
- Designed and implemented gameplay mechanics, enhanced UI elements, and coded various features
- Contributed to the project by coding and designing UI menus and HUD, creating assets, and producing a game teaser video for the IndieDev Days event.



## PROJECTS

📅 02/2022 📍 VALENCIA, SPAIN

### Game Designer & Producer Truth or Dare Online

- Designed and developed the multiplayer card game "Truth or Dare Online" from concept to completion
- Implemented monthly updates to fix bugs, add new content, and introduce new features
- Managed advertising and marketing campaigns, incorporating feedback from reviews and ratings to enhance player experience
- Achieved over 200k game downloads and maintained a player base of more than 40k.

📅 02/2020 📍 SOUSSE, TUNISIA

### Game Designer & Developer Coding Rabbits

- Spearheaded the development of Coding Rabbits, an educational game aimed at teaching coding fundamentals.
- Collaborated with a team of two to code the game from conception to release on PC and Mobile platforms.
- Produced a trailer for the game and delivered a compelling presentation showcasing its key features.
- Attained a commendable online store rating of 4.5/5 with more than 10k downloads and endorsements from coding educators.



## HOBBIES



Immersing in virtual worlds



Creating Stories & Worlds



Exploring distant lands



Being loyal to the gym



## SOCIAL MEDIA



Website



@mootazazaiez



@DragonazTN