

Mohamed Mootaz Azaiez

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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

05/2025 – present
Valencia, Spain

Game Design & Development Professor Universal Arts School

- Teaching and mentoring students in Game Design and Game Development, with a focus on practical production, game mechanics, prototyping, project development, and creative problem-solving.
- Advising and recruiting international talent, guiding prospective students throughout the admissions and enrollment journey.
- Contributing to marketing, outreach, events, masterclasses, and industry showcases.
- Collaborating with academic and creative teams on educational and production initiatives.

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

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
Native

English
Professional

Spanish
Professional

French
Limited



Skills

- 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
Professional

GameMaker 2
Professional

Unreal Engine
Limited



Strengths

Creativity

Teaching

Dedication

Team-working

Communication

Leadership

Public speaking

Presenting

Patience

Mentoring



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