

Kamel Mahjoub

Game Developer & Game Tester

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PROFILE

Game Developer and Game Tester with hands-on experience building gameplay systems, prototypes, and interactive experiences in Unity and C#. Skilled in rapid prototyping, gameplay iteration, and structured QA, with a full-cycle approach spanning game design documentation, development, bug reporting, and shipping cross-platform builds.

PROFESSIONAL EXPERIENCE

Freelance Game Developer & Game Tester 05/2025 – Present
Remote

- Developed Unity games and gameplay prototypes in C#, implementing gameplay systems, UI features, AI behaviors, and interactive mechanics
- Tested indie and multiplayer games across multiple builds and platforms to identify gameplay, UI, and technical issues
- Produced detailed bug reports with reproduction steps, severity levels, screenshots, and gameplay feedback
- Collaborated with clients to improve gameplay balance, player experience, usability, and overall game polish
- Integrated assets, animations, audio, and third-party tools while optimizing performance for PC, mobile, and WebGL platforms

Unity Developer 12/2023 – 09/2024
Solutions Interactives Virtuelles (SIV)
Tunis, Tunisia

- Developed 2D, 3D, VR, and WebGL projects including games and interactive simulations
- Designed and implemented gameplay systems such as combat, climbing, crafting, puzzles, and character customization
- Integrated APIs and dynamic data systems to support real-time in-game content, while producing detailed Game Design Documents (GDDs) to document mechanics, systems, and design decisions.
- Conducted structured playtesting and debugging across multiple builds, identifying and resolving gameplay, logic, and performance issues prior to release.

Game Developer Intern 03/2021 – 10/2021
Higher Institute of Technological Studies of Rades
Tunis, Tunisia

- Developed a 2D mobile platformer with RPG mechanics using Unity and C#
- Designed and implemented core gameplay systems including movement, combat, and interactive environments
- Integrated visual assets and organized development using Scrum methodology, conducting sprints and tracking milestones with an academic advisor

EDUCATION

Masters Degree in Mobile Application Developement 2019 – 2022
Higher Institute of Technological Studies of Rades

Bachelor's Degree in Information Technology 2016 – 2019
Higher Institute of Technological Studies of Rades
Specialized in Information Systems Development

High School Baccalaureate in Information Technology 2011 – 2015
Rue de Russie High School

SKILLS

- | | | |
|------------------------|-------------------------------|----------------------|
| • Unity | • C# | • Gameplay Iteration |
| • Game Design | • Git / Unity Version Control | • Playtesting |
| • Bug Reporting | • Agile Methodologies | • Jira/Trello |
| • SQL / MongoDB / JSON | • HTML / CSS/ Javascript | • Adobe Photoshop |

PROJECTS

Wayward Heroes

- Designed and developed a 2D auto-battler roguelike in Unity 6, featuring wave-based combat, hero recruitment, and deep progression systems
- Built a fully data-driven architecture using Scriptable Objects, allowing all game content (heroes, enemies, gear, levels, and upgrades) to be configured independently without touching gameplay code
- Implemented a multi-layered progression loop including in-run upgrades, gear rarity tiers, account-level persistent bonuses, and a Plinko-based reward minigame
- Developed a structured save/load system to reliably persist player progress, unlocked heroes, gear, and upgrade states across sessions

Kuizo : The Ultimate Quiz & Trivia Game Template

2025

- Developed a modular quiz and trivia template in Unity with dynamic scoring, configurable settings, and data-driven architecture using Scriptable Objects
- Implemented single-player and local multiplayer turn-based modes with state management and UI feedback for 1–8 players
- Designed UI flows, question formats, and progression systems, supporting text, image, and audio-based questions
- Released on Unity Asset Store, Fab.com, and Itch.io, with cross-platform builds for WebGL, Android, and PC

DishDash

2024

- Developed a 3D cooking and time management game in Unity featuring both single-player and online multiplayer modes
- Implemented core systems including order timers, scoring, and task progression
- Built multiplayer functionality using Netcode for GameObjects with synchronized state across players
- Integrated assets, animations, and audio feedback to create a cohesive player experience

Small Medium Large

2025

- Remade an educational game originally built in Construct 3, teaching size concepts to children, and adapted it for Unity with improved gameplay and cross-platform support
- Developed interactive drag-and-drop mechanics with responsive objects and simple feedback for early learners
- Implemented gameplay systems, object validation logic, and responsive UI, including Arabic localization and narration integration
- Designed levels with animations, visual feedback, and progressive challenges tailored to children

CERTIFICATES

Tunisian Culture Builders – Cohort 2025

Issued by: CONECT, GAME & Danish Ministry of Foreign Affairs

6 month entrepreneurship and innovation program focused on project management, business development, and leadership.

Game Design: Art and Concepts Specialization - 2022

Issued by: California Institute of the Arts & Coursera

Unity Learn Badges - 2022/2023

Issued by: Unity Technologies

Unity Essentials, Junior Programmer, Creative Core, VR Development

Foundational C# with Microsoft - 2023

Issued by: Microsoft & freeCodeCamp

LANGUAGES

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| • Arabic | • English | • French |
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INTERESTS

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| • Gaming | • Music | • Anime & Manga |
| • Football | • Travel | • TV Shows & Movies |