



Kamel Mahjoub

Game Developer

Tunis, Tunisia 04 Aug 1996 kamel.mahjoub@outlook.com (+216) 52 362 291
 kamel-mahjoub KamelMahjoub kamelmahjoub.wixsite.com/portfolio

Profile

I'm a video game developer with a background in software and mobile app development. I love creating games and new worlds, and I enjoy turning ideas into fun, playable experiences. I'm always looking for ways to combine my technical skills with creativity to build engaging games.

Work Experience

Freelance Game Developer

Upwork

May 2025 – Present

- Developing Unity-based games, prototypes and small projects based on client requirements
- Implementing gameplay mechanics and systems using C#.
- Fixing bugs and optimizing performance across different platforms.
- Communicating directly with clients to define scope, timelines, and deliverables.

Freelance Game Tester

Fiverr

May 2025 – Present

- Testing indie games to identify bugs, crashes, and gameplay issues.
- Writing clear bug reports with reproduction steps.
- Evaluating gameplay flow, difficulty balance, and basic UI/UX issues.
- Providing structured feedback to improve overall game quality.

Unity Developer

Solutions Interactives Virtuelles (SIV)

Dec 2023 – Sep 2024 | Tunis, Tunisia

- Developed 2D, 3D, VR, and web-based projects, including games, simulations, tools, and VR experiences.
- Designed and implemented gameplay mechanics such as combat, puzzles, resource management, and character customization.
- Wrote and refined game design documents (GDDs) to align development with creative goals.
- Tested, debugged, and optimized projects to deliver stable and polished experiences.

Game Developer - Intern

Higher Institute of Technological Studies of Rades

Mar 2021 – Oct 2021 | Tunis, Tunisia

- Developed a 2D mobile platformer with RPG mechanics using Unity2D and C# as part of a master's thesis project.
- Defined and prioritized game features based on market research and project goals.
- Implemented core gameplay systems and integrated visual assets and animations.
- Applied Scrum methodology to plan tasks and manage development milestones.

Education

Master's Degree : Mobile Application Development

Higher Institute of Technological Studies of Rades

Sep 2019 – Feb 2022 | Tunis, Tunisia

University Degree : Information Technology Systems Development

Higher Institute of Technological Studies of Rades

Sep 2016 – Jun 2019 | Tunis, Tunisia

High School Diploma : Major in Information Technology

Rue de Russie High School

Sep 2011 – Jul 2015 | Tunis, Tunisia

Certificates

Tunisian Culture Builders - Cohort 2025

Issued By: CONECT, Game and the Danish Ministry of Foreign Affairs

- Participated in a 6-month entrepreneurship program, gaining skills in project management, innovation, and business development.

Foundational C# With Microsoft

Issued by : Microsoft & FreeCodeCamp - 2023

MongoDB C# Developer Path

Issued by : MongoDB University -2023.

Game Design : Art and Concepts Specialization

Issued by : Coursera - 2022.

CPR, AED, and First Aid Certification

Issued by : National Health Care Provider Solutions(NHCPS) - 2022.

Skills

UnityC#MongoDBSQLGit

JiraPlastic SCMAdobe XD

Adobe PhotoshopAgile Methodologies

Office 365

Projects

Kuizo : The Ultimate Quiz & Trivia Game Template

Kuizo is a complete Unity quiz game template, published on the Unity Asset Store, and designed for beginners, educators, and professional developers to easily create and manage trivia and quiz games without coding.

Jan 2025 – Apr 2025

- **Website:** <https://kamelmahjoub.gitbook.io/kuizo>

- **Role:** Solo Developer.

- **Development Tools:** Unity 6, Jetbrains Rider, Git, Photopea.

- **Key Responsibilities:**

- Developed the core logic and systems, including question and answer management, game flow, score calculation, and local multiplayer functionality.
- Created user-friendly custom editors in Unity, enabling users to easily manage categories, questions, and quizzes without any need for coding.
- Built a flexible and scalable codebase using design patterns, making it easy for both beginners and professionals to customize and expand systems.

Dish Dash - Multiplayer

A 3D multiplayer cooking game inspired by "Overcooked" and built with Unity and Netcode for GameObjects. It supports up to 4 players working together in real time to cook and serve as many recipes as possible within a fixed time limit.

Oct 2024 – Dec 2024

- **Role:** Solo Developer.

- **Development Tools:** Unity 2023, Netcode for Gameobjects Jetbrains Rider, Git.

- **Key Responsibilities:**

- Designed and implemented multiplayer gameplay mechanics, enabling up to 4 players to play together in realtime.
- Integrated private and public lobby features, including custom lobby creation with codes and matchmaking using relay services.
- Applied key networking concepts such as client/server architecture, network authority, and RPCs, while managing disconnections and other network issues.

Dish Dash

A 3D cooking game inspired by "Overcooked" and made with Unity. The objective is to cook and serve as many recipes as possible within a fixed time limit.

Oct 2023 – Nov 2023

- **Role:** Solo Developer.

- **Development Tools:** Unity 2022, Jetbrains Rider, Git.

- **Key Responsibilities:**

- Developed gameplay mechanics that allows players to manage time-sensitive culinary tasks.(ingredient preparation, plating...)
- Implemented keyboard and controller input compatibility using Unity's new input system.
- Used scriptable objects and design patterns to manage recipe and ingredient data.

Languages

- Arabic
- English
- French

Personal Skills

- Problem Solving
- Creativity
- Teamwork
- Communication

Organizations

[Voluntary Work] Online Community Management :

Co-Creator, Community Manager

Nov 2016 – Aug 2024

- Co-Created and actively managed the growth of a medium-sized online community, supporting its development and expansion to over 270 members.
- The primary objective of this community is to connect individuals irrespective of their geographical locations, offering activities such as collective gaming experiences, discussing shared interests, group movie screenings, and periodic meetups.

[Membership] IEEE - Higher Institute of Technological Studies of Rades' Student Branch :

Member

Feb 2017 – Dec 2019

- Active participant and organizer in technical workshops, seminars, conferences and hackathons arranged by the student branch.
- Collaborated with fellow members on projects and initiatives aimed at cultivating an entrepreneurial mindset among children.

Interests

- Video Games
- Music
- Exercise
- Travel