

# Mohammed Motawea

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## CAREER PROFILE

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**Unity Engineering Manager**, with over 10 years of experience in game development and entertainment, I have gained extensive expertise in managing teams and delivering Unity-based products, games, and automated solutions for various platforms, including PC, Mac, Web, Mobile, and XR. As a Unity Engineering Manager, I have successfully led numerous Unity projects, in addition to over a hundred design projects. My specialization lies in Unity Engine development, enabling me to provide exceptional guidance to my teams while ensuring the delivery of top-quality products.

## CAREER HIGHLIGHTS

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- Demonstrated ability in architecting systems and core components.
- Strong proficiency in OOP programming and design.
- Proven success in managing game engine development teams and overseeing project progress.
- Skilled in coaching and mentoring team engineers to maximize their potential.
- Continuously exposed to the latest technologies and trends related to the field.
- Proficient in planning operations and estimates for projects.
- Familiarity with various 3rd party packages and solutions.
- Expertise in distributed systems and networking solutions integrations.
- Successful track record in product optimization and cross-platform development.
- Diligent in maintaining codebase readability and organization ensure quality and efficiency.

## PROFESSIONAL EXPERIENCE

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**Pretia Technologies**, Tokyo, Japan

**Nov/2022 to Present**

XR Solutions

### **Unity Engineering Manager**

- Head of the XR development team within the entertainment and media division.
- Overseeing the full cycle of Unity XR projects from planning to execution.
- Setting objectives and priorities.
- Contributing to the architecture of long-term projects.
- Analyzing project proposals and managing engineering resources to ensure timely and successful delivery.
- Lead the recruitment and management of engineering personnel for the division.
- Establishing and maintaining open communication channels with stakeholders and the team.
- Encouraging professional growth and development among division engineers.
- Ensuring team efficiency and creating a productive environment that fosters collaboration and innovation.

**Backlot Studio**, California, USA

**April/2020 to Oct/2022**

Collaborative production tools for filmmakers

**Technical Lead**

- Designing the architecture and system components for the app.
- Building practical simulations of filmmaking equipment in Unity.
- Supervising team developers, ensuring that project code adheres to best practices and industry standards.
- Integrating third-party libraries in a non-dependent, seamless manner.
- Creating automated Unity editor tools to import and organize the extensive asset library of the project.
- Maintaining extensibility and continuously analyzing customers' requirements to provide more features.
- Optimizing builds for Windows, Mac, and IOS platforms.
- Optimizing app performance by profiling the app and identifying bottlenecks across both platforms.

**Elibre DMCC**, Cairo, Egypt

**Sep/2019 to Apr/2020**

Architecture automated solutions

**Technical Lead**

- Architect and design automated interior designs in Unity.
- Integrate different solutions within the company.
- Create workflow components in Unity for team designers.
- Optimize builds for multiple platforms, with a focus on VR and PC.
- Support team members technically and help with their career growth.

**Ground Fall Games, INC.** California, USA

**Apr/2018 to Sep/2019**

Indie VR game development studio

**Senior Game Development**

- Development of a MOBA virtual reality game.
- Client-server communication & Photon integration.
- Arranging multisource 3D assets for VR.
- Game optimization and quality assurance.
- AI navigation and behavior development.

**Bidaj Studio, INC.** Zagreb, Croatia

**May/2016 to Mar/2018**

Indie game development studio

**Game Developer**

- Client-end design and development of a Collectable Cards Game.
- Develop gameplay core mechanics.
- Implement client-server communication modules.
- Create game animations, UI, and particle effects.

**Field Creators Studios.** Bahamas

**Jun/2015 to Mar/2017**

Flight simulator scenery creators

**CG Artist and Game Developer**

- Model and texture flight simulator airports and environments.
- Realistically model Google Street view references of hundreds of buildings.
- Create and design exterior scenery and props.
- Optimize and reuse texture techniques for maximum performance.

**Freelancer.** remote

**Aug/2013 to Jun /2015**

Providing 3D modelling and design services

**3D modeler and designer**

- Offer 3D modeling services on highly competitive global marketplaces, such as Freelancer.com and Upwork.com.
- Employ effective marketing techniques to promote services and ensure customer satisfaction.
- Provide accurate estimates for services and deliver projects with the highest customer acceptance.
- Maintain a strong and professional profile on these platforms by accumulating top reviews and showcasing exceptional work.

**EDUCATION/CERTIFICATES**

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**Unity Certified Expert Programmer**

**[https://www.credly.com/badges/50d706f5-8fa7-4850-8a12-1eebbbd1cec2/public\\_url](https://www.credly.com/badges/50d706f5-8fa7-4850-8a12-1eebbbd1cec2/public_url)**

**Mansoura UNIVERSITY, Mansoura, 2013**

**Bachelor's Degree of Engineering – Computers & Control Systems Department**