

Mohammed Motawea

Senior Unity Developer | Unity Certified Expert | Dubai, UAE • (+971) 50 128 50 93 •
motawea@visionaries.me

PROFESSIONAL SUMMARY

Unity Certified Expert Programmer with over 12 years of experience in games and simulation development. Expert in **C# and OOP**, with a proven track record of delivering high-performance products across multiple platforms such as mobile, PC, and XR. Specialized in architecting scalable game systems, optimizing complex projects and assets, and implementing robust networking solutions.

TECHNICAL SKILLS

- **Engines & Tools:** Unity (Expert), C#, Addressables, Odin Tools Scripting, Photon, Azure Cloud Services integration, Adobe Suite, Blender.
 - **Architecture:** Advanced OOP Design, Clean Architecture, Design Patterns, SOLID, Data Persistence, Networking, Scaleable Frameworks.
 - **Specializations:** C# design and development, XR (AR/VR), Gameplay Mechanics, UI/UX, AI, Simulations, Optimization.
 - **Optimization:** Code Review, Processing and Memory Management, Draw Call Reduction, Algorithm Refinement, Cross-Platform Profiling, 2D & 3D Assets optimization.
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PROFESSIONAL EXPERIENCE

Visionaries | Dubai, UAE

Senior Unity Developer / CTO | Aug 2023 – Present

- Spearheaded the development of *Business Heroes*, an advanced business education simulation.
- Designed core game systems to ensure high performance, scalability, realistic financial simulation, and security.
- Optimized extensive UI components, hundreds of NPC entities, and complex data-saving mechanisms.
- Executed performance monitoring through rigorous code reviews and algorithm tweaks.

Pretia Technologies | Tokyo, Japan

Senior XR Developer / Manager | *Nov 2022 – Aug 2023*

- Developed high-end XR solutions within the entertainment and media division.
- Collaborated with industry veterans to implement advanced AR/VR mechanics and objectives.
- Analyzed technical proposals to ensure efficient resource allocation and technical feasibility.

Backlot Studio | California, USA

Senior Unity Developer / Technical Lead | *Apr 2020 – Oct 2022*

- Architected and built the system components for a multi-platform collaborative filmmaking application.
- Designed and implemented Unity Addressables system to efficiently stream and manage multi-terabyte asset libraries.
- Developed custom automated Editor tools to streamline the asset pipeline.
- Profiled and optimized builds for Windows, Mac, and iOS to eliminate performance bottlenecks.

Elibre DMCC | Cairo, Egypt

Senior Unity Developer / Technical Lead | *Sep 2019 – Apr 2020*

- Architected automated interior design and marketing solutions within Unity.
- Created custom workflow components and editor tools to accelerate development for the design team.
- Provided technical guidance for complex architectural visualization.

Ground Fall Games, INC. | California, USA

Senior Unity Developer | *Apr 2018 – Sep 2019*

- Developed a VR MOBA game, focusing on immersive gameplay mechanics and player interaction.
- Integrated and optimized **Photon** for seamless client-server communication.
- Engineered stateful AI navigation and complex agent behavior systems.

EDUCATION & CERTIFICATIONS

- **Unity Certified Expert Programmer** – ([Link](#))
- **Bachelor's Degree of Engineering** – Computers & Control Systems, Mansoura University

KEY PROJECTS

- **Business Heroes:** Food Truck Simulation ([Link](#))
- **Pretia AR Cloud Platform:** AR framework development and commercial AR apps ([Link](#))
- **Backlot Studio:** Collaborative filmmaking tools ([Link](#))