

# Mohammed Motawea

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## SUMMARY

Senior Unity Engineer with 12+ years of experience delivering high-performance games and simulation systems across Mobile, PC, XR, and multi-platform environments. Unity Certified Expert specializing in scalable system architecture, multiplayer networking, optimization, and large-scale asset management. Experienced in leading technical direction, architecting complex gameplay systems, and delivering production-ready solutions across international teams.

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## EXPERIENCE

### Senior Unity Developer

Visionaries FZ-LLC

August 2023 - February 2026, Dubai, UAE

- Led the technical architecture and end-to-end development of gameplay systems and backend services for a simulation project developed by a team of **[3] engineers, [1] Tester, and [1] artist**.
- Optimized performance across large city scenes with **[600+ active NPCs]**, improving average frame rate from **[25 FPS to 60 FPS]** on mid-range hardware.
- Re-architected and streamlined **[20+ UI screens]**, reducing UI processing overhead while simplifying complex financial mechanics.
- Designed scalable save systems, data models, and localization supporting **[8 languages, including RTL support]**.
- Directed sprint planning, estimation, and workload distribution, ensuring milestone delivery and continuous updates within **[Bi-weekly releases]**.
- Released on Steam with **[85% positive reviews]**, and delivered an educational edition adopted by **Khalifa University and the University of Sharjah (UAE)**.

### Senior XR Developer / EM

Pretia Technologies, Inc.

November 2022 - August 2023, Tokyo, Japan

- Developed high-end XR solutions within the entertainment and media division, while leading Pretia's entertainment and media division of **[6 Engineers]**.
- Implemented advanced AR/VR mechanics aligned with product objectives and user experience goals, delivering over **[5 XR Products]** over the span of one year.
- Evaluated technical proposals to ensure architectural feasibility and resource efficiency, evaluating **[15+ Projects]**.
- Collaborated with multidisciplinary teams in an international production environment and multiple departments.

### Senior Unity Developer / Technical Lead

Backlot Studio

May 2020 - November 2022, California, USA

- Architected system components for a multi-platform collaborative filmmaking application, leading a team of **[8 Engineers]**.
- Led development of a Unity-based collaborative filmmaking application used by distributed creative teams.
- Designed and implemented an Addressables streaming system managing **2TB+ of downloadable assets**, reducing build size by keeping the app under **[1GB]**.
- Built custom Editor tooling that reduced library assets integration time by **[16 hours per scene]**.
- Integrated backend APIs for real-time data synchronization and cross-platform persistence across Windows, Mac, and iOS.
- Optimized memory usage and eliminated performance bottlenecks in large-scene compositions.

### Senior Unity Developer

Elibre DMCC

April 2018 - May 2020, Cairo, Egypt

- Led development of a VR-based automated interior visualization platform used for real estate marketing.
- Engineered procedural furnishing systems capable of generating fully staged layouts in **[Less than 2 minutes]**.
- Reduced marketing material production turnaround from **[2-3 days to under 2 hours]** from receiving architectural plans to delivering production-ready marketing VR materials, with a completely automated workflow.
- Collaborated with interior designers and engineers to translate technical floor plans into interactive VR experiences.

### Unity Developer

Bidaj Studio, Inc

June 2015 - March 2018, California, USA

- Owned client-side architecture for a real-time multiplayer trading card game supporting **[Up to 1000 concurrent players]**.
- Implemented turn-based state systems managing **[100+ card types/abilities]** and complex interaction rules.
- Integrated Photon PUN for multiplayer synchronization and Firebase for player profiles and cloud persistence.
- Optimized network message handling to reduce latency-related desync issues by **[60%]**.

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## EDUCATION

### Bachelor's Degree of Engineering – Computers & Control Systems

Mansoura University • Egypt • 2013

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## CERTIFICATIONS

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### Unity Certified Professional Programmer

Unity Technologies • 2026

- Unity's highest-level programming certification, validating advanced expertise in C#, system architecture, optimization, and production-ready Unity development.
- Certificate Verification: <https://www.credly.com/badges/a4163443-85de-4e5c-af95-d3fa8238079b>

### Unity Certified Expert Programmer

Unity Technologies • 2023

- Unity's highest-level programming certification, validating advanced expertise in C#, system architecture, optimization, and production-ready Unity development.
- Certificate Verification: <https://www.credly.com/badges/50d706f5-8fa7-4850-8a12-1eebb1ce2>

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## SKILLS

Unity (Expert), C#, Addressables, Odin Tools, Photon

Azure Cloud Services integration, Adobe Suite, Blender

Advanced OOP Design, Clean Architecture, Design Patterns, SOLID, Data Persistence, Networking, Scalable Frameworks

C# design and development, XR (AR/VR), Gameplay Mechanics, UI/UX, AI, Simulations, Optimization

Code Review, Processing and Memory Management, Draw Call Reduction, Algorithm Refinement, Cross-Platform Profiling, 2D & 3D Assets optimization

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## REFERENCES

### Kunal Ogorah

CEO • Visionaries FZ-LLC • [Kunal@visionaries.me](mailto:Kunal@visionaries.me)

### Gabriel Menezes

Senior Unity Developer • Monetizr • [gpd.menezes@gmail.com](mailto:gpd.menezes@gmail.com)

### John Chirikjian

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