

Mahmoud Nasser

Senior / Lead Game Developer · AI & Automation Engineer
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[Portfolio \(Behance\)](#) · [LinkedIn](#)

PROFESSIONAL SUMMARY

Game developer and technical lead with 8+ years building and shipping games in Unity and C# across mobile (iOS/Android), Steam and PC — including titles with 50M+ downloads. Experienced in leading teams, architecting scalable gameplay systems, and delivering across the full production lifecycle. Now also working at the intersection of AI and product: designing automation tooling, LLM-powered workflows, and internal systems that streamline hiring and operations. Comfortable owning products end to end, from technical architecture to delivery.

EXPERIENCE

AI Automation Engineer

Jan 2026 – Present

Pearl Talent | New York, USA (Remote)

- Design and build internal AI and automation tooling that streamlines the recruiting and operations pipeline for a talent-placement company serving international clients.
- Developed an AI-driven candidate-submission evaluation system that automatically assesses video interview submissions against structured rubrics.
- Architected an internal data platform integrating HubSpot with a cloud backend to sync, centralize and report on talent and client data.
- Designed and optimized the talent-acquisition and interview process, including structured evaluation criteria and scoring frameworks.
- Built gamified internal tools to drive recruiter performance, engagement and transparency across the team.
- Applied large language models (Claude) to automate document processing, structured data extraction and candidate-assessment workflows.

Unity Team Lead

Jan 2025 – Present

Zad Group | Saudi Arabia · Full-time · Remote

- Lead the design, development and deployment of Unity-based applications and games.
- Architect scalable, maintainable systems using best practices in Unity and C#.
- Collaborate with product managers, designers and developers to define feature requirements and technical specifications.
- Manage the development lifecycle to ensure deadlines and quality standards are met.
- Provide mentorship, code reviews and technical guidance to the Unity team.
- Identify and resolve performance and memory issues across platforms.

Product Owner / Lead Game Developer

Jul 2024 – Dec 2024

Hyper Business Solutions | Egypt · Full-time

- Owned the overall product vision and strategy for the game, setting objectives and key results (OKRs) and aligning the roadmap with narrative and technical goals.
- Worked closely with writers, designers and narrative teams to align story and gameplay mechanics into a seamless, engaging experience.
- Prioritized and managed the product backlog, communicating priorities and requirements clearly to the development team.
- Served as the main point of contact for stakeholders, keeping the project aligned with both creative and business objectives.
- Contributed to monetization decisions, including premium content, in-app purchases and pricing strategy.
- Led and mentored a team of developers while overseeing technical design and architecture across gameplay systems, UI/UX, AI and story integration.
- Developed prototypes for new gameplay features and story elements to iterate on early concepts and test with players.

Senior Unity Developer (Acting as Lead)

Aug 2021 – Jul 2024

UMX Studio | Egypt · Full-time

- Designed and developed games while serving as game designer and team coordinator.
- Worked on published titles with more than 50M downloads.
- Delivered clean, error-free code matching project scope and minimizing performance issues.
- Coordinated cost-effective solutions across teams, significantly reducing production errors.
- Collaborated with the art team to improve game quality and visual style, and designed digital animations.
- Handled full lifecycle design — from research and concept through prototyping and usability testing — across varying browser and device demands.
- Produced videos and motion graphics using Adobe Premiere Pro and Adobe Animate.

Senior Game Developer

May 2021 – Jul 2024

Gamit | Saudi Arabia · Part-time · Remote

- Collaborated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.
- Used professional design tools to create characters, levels, vehicles, layouts and unique elements.
- Designed engaging games by crafting graphics, audio, visual and AI-behavioral elements, and conducted regular design reviews throughout development.
- Created core game storylines, role-play mechanics and character biographies for new franchises.
- Authored design documentation — concept, art specs, deliverables and game flow charts — to keep projects and teams aligned.
- Balanced and tuned gameplay to increase critical and commercial success, and prioritized tasks to consistently meet delivery dates.

Lead Game Developer

Jun 2021 – Jun 2022

UAE Ministry of Education | UAE · Project-based · Remote

- Wrote clean, maintainable code that was easy for other team members to build on.
- Communicated directly with the client to capture needs and requirements.
- Worked flexible hours across night, weekend and holiday shifts to meet project milestones.
- Developed team communications and documentation for meetings and deliverables.

Unity Game Developer

Sep 2019 – Jun 2021

JSK Co. | California, USA · Full-time · Remote

- Designed and developed third- and first-person shooter games set in open-world maps with AI-driven enemies.
- Delivered clean, error-free code matching project scope and minimizing performance issues.
- Collaborated with network specialists to resolve security issues.
- Created core game storylines, role-play mechanics and character biographies for new franchises.
- Produced videos and animations using Adobe Premiere Pro and Adobe Animate.

TECHNICAL SKILLS

Engines: Unity, Unreal Engine
Languages: C#, C++
Specialties: Game Design, AR/VR, AI Integration, Cinematics & Cutscenes, Game Testing
Tools & Workflow: Git, Adobe Premiere Pro, Adobe Animate, LLM / Claude AI integration

EDUCATION

B.Sc. in Computer Science <i>Greenwich University London, UK</i>	2015 – 2020
B.Sc. in Computer Science <i>MSA University Cairo, Egypt</i>	2015 – 2020
Diploma — Adobe Graphic Design & Video Editing <i>Arcplan Cairo, Egypt</i>	2019 – 2020

CERTIFICATIONS

- Claude AI Certification — Anthropic (completed the Claude course) · 2026
- Create a Movie in Unreal Engine 5 — Udemy · 2024
- Build Your Own First-Person Shooter / Survival Game with AI in Unity — Udemy · 2024
- Create an Online Multiplayer Game in Unity — Udemy · 2021
- Adobe Premiere Pro Video Editing Masterclass — Udemy · 2021
- Cinematography — Pro-step · 2018
- Graphic & Motion Graphic Design Diploma · 2018
- Learn Game Development with Unity 3D & C# — Udemy · 2017

LANGUAGES

Arabic (Native) · English (Fluent)