



# SARA SABER


## TECH PRODUCER & GAME ENGINEER

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### OBJECTIVE

Technical Producer and Unreal Engine/Unity3D AR, Games & Apps Engineer (with a software engineering background), got to the gaming and 3D apps industry since the first days in my career path, driven by interest and love for high technology and game development, with 9.5+ year in professional experience onto Unity, C++ proprietary engines in AR / games on mobile, worked with many companies around the world (Canada, Morocco, France, Turkey), now I reside in UK for some more discovery, though On top of many exciting experiences with freelances and international contracts as a game developer, I have been knowledgeable with previous experience in handling and managing flows for Game Development between Tech and other game studios department, as Both A a Tech Director and a Tech Producer in Seedworld, also worked with many tools such as the Atlassian solutions and Gsuite, and Scrum Certified Master for 2+ years coordinating with multinational teams around the world.



### EXPERIENCE- - - - -

#### **Technical Director & Technical Producer (Full Time) | Seedify Meta Studios - Seedworld** **Remote, Worldwide**

JULY 2023 – PRESENT

- Directing the Technical Development for the Seedworld project with games features (Unreal Engine 5)
- Leading the team in a production side collaboration within all the other departments in a multinational setting.
- Joined the project from the early stage in the prototype, until the closed beta coming soon, full cycle participation.
- Using multiple tools and organizing flows as Atlassian and the GSuite, MIRO, trackers.
- Scrum Master Certified since 2022 and leading the team from 2 people to 15 + coordinating ceremonies in multiple squads and departments.
- The project is developed by a sub branch of one of the biggest blockchain companies in the world

#### **Lead Unreal Game Developer (Full Time) | Seedify Meta Studios - Seedworld**

##### **Remote, Worldwide**

JUN 2022 – JUNE 2023

- Game developer for a AAA Unannounced Metaverse project with games features (Unreal Engine 5)
- Working from the early stage in the prototype, collaborating with the developers, design and art teams
- The project is developed by a sub branch of one of the biggest blockchain companies in the world

#### **Lead Game Developer (Full Time) | YinYang Games**

##### **Istanbul, Turkey**

APR 2021 – JUN 2022

- Worked on the prototyping of Reincarnation Game (in-development AA NFT game for mobile and WebGL) (Unity)
- Hyper-Casual prototype/games developer for publishers/Business Partners Platforms in Turkey (Unity).
- AR/ VR B2B solutions developer for business/serious games or apps (Unity).

## **Lead Game Developer (Remote) | Lynx Gamez**

### **Istanbul, Turkey**

SEP 2020 – JUN 2022

- Lead developer for a government multiplayer mobile/PC educational environment game with the European Senate in Turkey (Unity, Photon).
- AR/ VR solutions developer for business/serious games or apps.
- Hyper-Casual prototype/games developer.

## **Games and AR Apps Developer (Contract) | Wonder Partners**

### **Casablanca, Morocco – Nantes, Toulouse**

MAI 2019 – DEC 2020

- (Full time) developer consultant for Wonder Partner (Unity, Vuforia, AR Foundation).
- contributed as a gameplay programmer in the first biggest Augmented Reality Catalogue in the world, for the 18 games in “Carrefour AR” App used to showcase a new experience for advertising to customers in supermarkets (the catalogue has 18 mini games, 600+ all toys in popUp3D,wishlists and more....) during the 2019 Christmas period. (Unity, Vuforia).
- Software engineering, R&D, video games development, GPP programming, new projects design, prototyping ideas and 3D app all based in AR with team of Engineers and Artists from 2 Studios in Morocco and France.

## **Games and AR Apps developer (Full Time) | EcoCarrier**

### **Inc. Ontario, Canada**

NOV 2018 – AVR 2019

- (Full time remote) Developing 3D games and Apps with AR/VR Technology for mobile.
- Contributed in the development of the W5GO Games as a Gameplay programmer.
- W5GO code improvement and optimization, and framework debug (Unity 3D).
- Proposed a demo for the Doll House game in AR (AR Foundation) / non AR version.

## **XR Developer and Gaming Officer | London Academy Casablanca**

### **Casablanca, Morocco**

AUG 2017 – NOV 2018

- Robotics Educator on the first Smart School in Morocco (Lego Robotics, VEX Robotics).
- Elementary to High school Minecraft Educator ( Minecraft Education Edition ).
- ICT Educator for elementary (MS Office, Scratch).
- VR support course for main courses like art history etc. (HTC vive).
- AR/VR Developer for in house apps (Unity).

## **Game Developer Freelancer | Freelance**

### **World, Remote**

AUG 2014 – PRESENT

- A game and interactive applications freelancer, I propose, architect and accept any virtual reality, augmented reality, mixed reality propositions, solo or multiplayer based apps, mostly with the unity 3D game engine. (Unity, Photon, UNet, AR Foundation, Vuforia,).
- have worked with many clients from (Morocco, Canada, Portugal, Germany, Turkey, Pakistan).

## **C++ Game Developer (Internship) | Sandfox Studios**

### **Casablanca, Morocco**

JAN 2015 – AUG 2015

- Have worked on a 2D match3 game with the specific proprietary game engine of the company “Rewind engine”, based on C++ (See [a game](#) made by this engine) , then acted in 3 roles:
  - A gameplay programmer in C++ while engine editor still in development, I deal with engine functions more, I have done the states and the scenes of the game (buttons, map, scenes, characters movements) (90%).
  - Thinking on the UI/UI with the team to elaborate an ergonomic and soft way for competitively playing a puzzle game on PC (5%).
- Participated in establishing the gameplay mechanics in the game design part (5%).

## **Game Designer Junior (Internship) | Ubisoft Casablanca**

### **Casablanca, Morocco**

JUN 2015 – AUG 2015

- Gaming/Games systems study and analysis for mobile trends (30%).
- Study the game design, the loops and the actual market of mobile gaming detect potential “niches”, markets (40%).
- Propose ideas of games related to what has been studied in the markets and do a prototype (30%).

## **Technical Assistant (Internship) | SOTEB Computers**

### **El Jadida, Morocco**

AUG 2014 – SEP 2014

- Repair / formatting - maintaining computers for clients (100%).



## **EDUCATION- - - - -**

### **Game Programming Diploma | Forsbergs Skola**

#### **Stockholm, Sweden**

SEPTEMBER 2021 – AUGUST 2023

-2 years of a full time Game programming cursus with an in-depth skills education focused toward the Game Industry.

### **Master in Software Engineering | SupTechnology – Toulouse Capitol 1**

#### **Casablanca, Morocco – Toulouse, France**

SEPTEMBER 2015 – JULY 2017

-2 years Master of Computer & Software Engineering Pathway in SupTechnology Morocco.  
-2 years Master of MIAGE in Toulouse University Capitol I – France.

### **Bachelor in Information Technology | SupTechnology – ULCO**

#### **Casablanca, Morocco – Dunkirk, France**

SEP 2013 – JULY 2015

-2nd and 3rd Year common Pathway, computer sciences engineering in SupTechnology-Morocco.  
-Bachelor Degree of computer sciences in ULCO University-France.



## **SKILLS- - - - -**

SCM & Technical production tools [Atlassian, GSuite]

Unreal Engine 5 & Unity Game Development

Non-Game Development

Augmented And Virtual Reality Development

Art Tools Experience



## **ACTIVITIES- - - - -**

### **Events:**

- Selected between 5% of the Moroccan games ideas for International Exposition tables - Startup Istanbul 2020.
- Lego Robotic First place of Innovation prize for London Academy Casablanca as the team coach.
- Morocco Delegation Representation in Jordan Pocket Gamer Connect 2019- Participated in the First and Biggest AR Toys Catalogue in The World : "Carrefour AR" (GPP/2019).
- Imagine Cup 2015 National Finals Qualifications.

### **Languages:**

Arabic, French, English.



## REFERENCES- - - - -

[@Kerem Kaysereli](#): Studio Head [@Seedworld Studios](#) Singapore.

[@Toofan Tahmouresi](#): Lead Generalist Engineer [@Seedify](#) & [@Seedworld Studios](#) Singapore.

[@Ray Deguzman](#): Lead Game Producer [@Seedify](#) & [@Seedworld Studios](#). Singapore.

[@NabilAaoui](#): A Chief Digital Officer [@EcoCarrierInc](#), Ontario. .

[@Ilker iyoda](#): Business developer [@Ricci Games](#) Istanbul.

[@AngelaArigoni Mesfioui](#): Head of School [@LondonAcademyCasablanca](#) Casablanca. [@Abdelaziz](#)

[Sdgui Doukkali](#): Head of Studies/Director [@SupTechnology](#) Casablanca.