TAMER SIOUFI
GAMES PRODUCER

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PROFILE

First Class Honours games producer and designer with proven results leading teams and completing complex projects. Produced a 30-person collaborative game at Staffordshire University, earning a first-class grade and a faculty LinkedIn recommendation for outstanding organization, clear communication, and focused leadership. I have developed an individual real-time strategy prototype (awarded 82%) and completed a five-month production internship providing me with hands-on experience collaborating with finance departments and cross-disciplinary teams which directly transferred into my academic projects. Known for driving alignment, maintaining team focus under pressure, and delivering work praised for quality and attention to detail.

EDUCATION

**BSc (Hons) – First Class Honours
Computer Games Design**
UNIVERSITY OF STAFFORDSHIRE
2021 - 2025

A levels
Mathematics, Biology, Physical Education

9 GCSEs
Including Maths & English

RELEVANT EXPERIENCE

2025
The City Below | University of Staffordshire
Producer

led a team of 30 students to a first-class grade in a group project under tight deadlines, handling interdisciplinary work utilising agile practises.
- Coordinated and tracked tasks across disciplines, delivering all milestones on schedule and securing a group grade of over 70% (First).
- Organized and facilitated playtesting cycles, implementing actionable sprint goals that increased positive feedback scores by up to 80%.
- Maintained detailed project documentation and records, keeping the team aligned from concept to final delivery.
- Analyzed, triaged, and integrated user feedback, driving measurable improvements in game quality and player experience.
- Acted as primary liaison with university staff and external reviewers, earning formal commendations and a faculty recommendation.

2025
System - Anomaly | University of Staffordshire
Solo Developer

System – Anomaly is my real-time strategy prototype developed in Unreal Engine 5 as an individual project.
- Engineered a custom spatial partitioning system from scratch, optimizing real-time pathfinding and world management.
- Designed and implemented bespoke A* pathfinding and 3D space movement systems for responsive, realistic unit behaviour.
- Built a modular, data-driven framework enabling multiple playable factions and streamlined balancing.
- Created industry standard front-end UI following best practices.
- Developed fully procedural planets, enhancing gameplay variety and replayability.

2020
Reem Plasticos | Remote
Production Intern
- Conducted production and cost analysis to optimize manufacturing processes.
- Analyzed raw material usage and developed procurement forecasts.
- Collaborated with the finance team to create detailed product cost sheets.

Full work experience available upon request

SOFTWARE SKILLS

- Microsoft Office
- Google Workspace
- Jira
- Trello
- Adobe Creative Suite
- Figma
- Confluence
- GitHub
- Perforce
- Jetbrains Rider
- Visual Studio

Game Engines:

Unreal Engine – 5+ years experience

Unity – 1 year experience

Programming Languages:

C++ - 2 years experience

Unreal Blueprint Scripting -

5+ years experience

LANGUAGES

- English (Native)
- Arabic (Fluent)
- French (Competent)

REFERENCES

References are available upon request