

Hosni Ammar

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Portfolio: www.BrokenMugStudio.com/HosniAmmar

Unity Game Developer | Open to relocation in Spain, Portugal, or France

Professional Summary

Versatile Unity Game Developer with 5+ years of experience creating high-quality mobile and indie games. Known for delivering polished, creative gameplay experiences and solo-developing titles like 'Dough it!' (5M+ downloads). Strong track record with successful collaborations, remote freelancing, and rapid prototyping.

Professional Experience

Tabbler GmbH – Freelance Unity Developer (08/2024–Present)

- Developing branded games for high-profile clients, from concept to launch.
- Delivered engaging, customized experiences aligned with each brand's identity.

Tap Nation – Unity Developer (Contractor) (04/2024–12/2024)

- Contributed to multiple Web3 projects; developed and published several titles.
- Created tools to streamline workflows for artists and improve production efficiency.

Broken Mug Studio – Founder & Game Developer (03/2021–Present)

- Collaborated with major publishers: Lions Studio, Zplay, Kwalee (2021–2023).
- Solo-developed 'Dough it!' – 5M+ downloads on Google Play and App Store.
- Managed junior developers and worked on personal/experimental game projects.

Freelance Game Developer (2019–2021)

- Key contributor to hit mobile games like 'Smasher.io' (10M+ downloads) and 'SawRace'.
- Built a deep understanding of hypercasual game mechanics and monetization.

Orange Tunisie – Junior Game Developer (02/2019–11/2019)

- Developed interactive advergames with mobile payment integrations via SIM cards.

Notable Projects

- 'Dough it!' – Solo-developed mobile game with 5M+ downloads worldwide.

- 'Smasher.io' – Core developer of viral hit with over 10M downloads.
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Technical Skills

- Game Engines: Unity 3D (ECS, DOTs, Shader Graph, HLSL)
- Programming: C#, Design Patterns (Singleton, Observer, State Machine)
- Tools: Blender, Photoshop, Figma, Firebase, GameAnalytics, Adjust
- Dev: Custom Editor Tools, Level Editors, Performance Optimization

Education

Bachelor's Degree in Computer Science – Higher Institute of Technological Studies, Tunis (2019)

Baccalaureate – Menzah 6 High School (2015)

Languages

- Arabic – Native
- French – Fluent
- English – Fluent