

Marwan Alqurashi

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SUMMARY

First and foremost, I'm a creative, hands-on business developer who provides early-stage entrepreneurs with strategic two-sided experience and insightful analysis for building sustainable brands in pre-existing communities. Given my skillset, I'm a jack of all trades. I've been in the game development industry for over 2 years

SKILLS

- Unity Mastery
- C++ & C#
- Business administration
- Analytical skills
- Negotiation skills
- Team Leadership
- Work Planning and Prioritization
- Talent Acquisition
- Microsoft Office like (EXCEL - WORD, OUTLOOK... etc)
- Time management

EXPERIENCE

Game Designer, Developers Zone II powered by GameBcn., August 2022-October 2022

- Balanced and rebalanced gameplay around different factors to produce interesting, enjoyable flow with optimum risk and reward.
- Accomplished project objectives in technical and design.

Producer, Ark Entertainment Studio, June 2022-Current

- Overseeing and managing the project as it progresses
- Manage the production schedule, budget and development team, as well as working closely with the marketing, advertising and public relations side.

Lead Game Designer, Ark Entertainment Studio, June 2022-Current

- Responsible for the documenting the design process using industry standard practices
- Developed and lead the vision for creating a versatile and innovative combat system
- Design the level design
- Coached and directed junior team members on performance and policies implementation.
- Balanced and rebalanced gameplay around different factors to produce interesting, enjoyable flow with optimum risk and reward.

CEO, ARK Entertainment Studio, June 2022-Current

- Delegating and directing agendas, driving profitability, managing company organizational structure, strategy, and communicating with the board
- In charge of fund raising to scale the company and bring on new people.

- Oversaw budgetary and financial activities and implemented strategies to grow business and profits.
- Led the organization by establishing business direction and actualizing operational plans to meet goals.
- Partnered with risk management and technical teams to test merger and liquidation processes, promoting streamlined workflows for clients and company.

Designer, Gamechangers, DigiPen Institute of Technology, April 2021-June 2022

- Built and maintained a dynamic and ever evolving Game design document
- Designed multiple levels on Azooma, a stealth top down action game set in a unique Saudi setting
- The first level showcased the game to the Saudi Arabia Ministry of Communications and Information, H.E Eng Abdullah Alswaha The other level was the most fun and engaging level according to Raymond Yan (the head of the GameChangers studio)

Business Development Manager, VIX, September 2018-January 2020

Jeddah, Saudi

- Generated leads and capitalized on valuable business opportunities to bring in new company revenue and improve bottom line profit.
- Leveraged CRM to maintain records of sales and prospecting activities.
- Secured new opportunities from existing customers to maximize and enhance growth at each account.
- Determined price schedules and discount rates.
- Solve customer complaints and find the best compensation for the client
- Build a system for customer satisfaction and loyalty programs
- Start E-commerce in my company.

EDUCATION AND TRAINING

Game Design, Developers Zone II Powered By GameBcn., Riyadh October 2022

Diploma of Game Design

DigiPen Institute of Technology (GameChangers), Riyadh June 2022

Undergraduate Bachelor of Science

Software Engineering , University of Ontario Institute of Technology, Oshawa, Ontario Canada
March 2017

English as a Second Language (ESL), Culture Works , Oshawa, Ontario August 2014

High School Diploma

Al-Rehab High School, January 2011

GPA: 92

LANGUAGES

Arabic: First Language

English: C2

Proficient

