SALAH EDDINE BOUHLALI

Unity Developer | (+212) 652644257 | bouhlali.salah1@gmail.com| www.linkedin.com

Portfolio Link : https://salaheddinebouhlali.info/

Profile

Collaborative Unity developer with 5 years of C# experience, passionate about game design and inspiring teams to excel. Detail-oriented multitasker skilled in mentoring, recruiting, and optimizing gameplay. Proven track record of delivering high-quality games that exceed player expectations and project goals. A master at creating immersive, engaging experiences.

Experience

SENIOR GAME DEVELOPER | ACRABDESIGNE | JULY 2023 – PRESENT

· Implement game features and systems in Unity/C#.
· Work with designers and artists.
· Develop and improve various game systems (AI, UI, tools, etc.)
· Use Gitlab/Git/GitHub
· Using Slack for project management.
· Implement ideas of Game Artiste.
· Use math function to implement new mechanisms.
· Implement multiplayer using photon.
· Write reports about all the achievement on the project.

JUNIOR GAME DEVELOPER | PINPINE TEAM | SEPTEMBRE 2023 – OCTOBER 2023

· Transform Ideas to a real Games.
· Experience with API creation / management ·
Fix Bugs on client's projects.
· Getting to know the code structure, tools of others code source ·
Experience writing custom shaders in unity.
· Experience developing standalone game tools
· Write clean, readable, and reusable code that is well documented.

JUNIOR GAME DEVELOPER | ACRABDESIGNE | JANUARY 2021 - AUGUST 2023

· Transform Ideas to a real Games.
· Experience with API creation / management ·
Fix Bugs on client's projects.
· Getting to know the code structure, tools of others code source ·
Experience writing custom shaders in unity.
· Experience developing standalone game tools
· Write clean, readable, and reusable code that is well documented.

Education

-COMPUTER SCIENCE | OFPPT TECHNOLOGY | 2019 – 2020 | MASTER OF COMPUTER SCIENCE - COMPUTER SCIENCE| OFPPT TECHNOLOGY | 2015 – 2018 | BACHLOR OF COMPUTER SCIENCE

SKILLS & ABILITIES

Programming Languages: C#, C++, Python, JavaScript

Game Development: Unity 2D/3D, VR/XR/AR, Shaders, Physics

Networking & Tools: Photon, Git, ASP .NET, API Development