

# SALAH EDDINE BOUHLALI

## Senior Unity Game Developer

✉ [bouhlali.salah1@gmail.com](mailto:bouhlali.salah1@gmail.com) | ☎ +212 652 64 42 57 | 🌐 Morocco

🔗 [LinkedIn](#) | 🎮 [Portfolio](#)

## PROFESSIONAL SUMMARY

Unity Developer with 5+ years of experience building 2D/3D games from concept to release. Expert in C# programming, Unity Engine, custom tool creation, and performance optimization. Skilled in collaborating with cross-functional teams, delivering clean, efficient, and scalable code. Proven track record of shipping engaging titles and implementing innovative gameplay mechanics.

## CORE SKILLS

- **Languages & Programming:** C#, Object-Oriented Programming, APIs, ,Design Patterns.
- **Game Development:** Unity (2D/3D), Custom Tools Development, WebGL, Animation Systems.
- **Design & Collaboration:** UI/UX Design.
- **Optimization & Tools:** Git/GitHub, Math for Game Mechanics, Slack, Lark, Figma.
- Problem Solving, Adaptability.

## PROFESSIONAL EXPERIENCE

### Senior Game Developer – 8GrateGames | Remote | Apr 2025 – Jun 2025

- Designed and developed puzzle games with unique thematic concepts, ensuring engaging gameplay mechanics.
- Collaborated closely with artists to integrate visuals seamlessly into game features and UI.
- Implemented clean and efficient C# code to support gameplay systems, animations, and interactions.
- Optimized game performance and ensured compatibility across targeted mobile platforms.
- Contributed to brainstorming sessions to propose new game ideas and refine existing ones.

❖ [Bus Out](#), My latest project here at 8Great Games LLC.

### Senior Game Developer – AcrabDesigne | On-site | Jul 2023 – Dec 2024

- Developed full games from client concepts, from prototypes to release.
- Created prototypes based on design ideas using the programming language.
- Maintained high-level knowledge of current and emerging technology development and applications.
- Coordinated third-party vendors and client IT teams to seamlessly deliver effective solutions.
- Established documents outlining concept, art, deliverable specifications, game flow charts, and overall content to help keep projects moving and teams working together cohesively.

- ❖ [SpeedOut](#), One of my projects with AcrabDesigne.
- ❖ [LumberJack](#), One of my projects with AcrabDesigne.

### **Junior Game Developer – Pinpine Team | Remote | Sep 2023 – Oct 2023**

- Developed full games based on client concepts, from prototype to polished product.
- Wrote clean and maintainable C# code within Unity projects.
- Coordinated with artists and designers to ensure seamless implementation of assets and mechanics.
- Analyzed and integrated third-party tools and external code bases efficiently.
- Created clear technical documentation for project workflows, features, and systems.
- Researched and applied emerging technologies to enhance gameplay experiences.

❖ [SpaceExploration](#), One of my projects with Pinpine Team.

### **Junior Game Developer – AcrabDesigne | On-site | Aug 2021 – Aug 2022**

- Implement game features and systems in Unity/C#.
- Work with designers and artists.
- Use Git/GitHub
- Implement ideas of the Game Artist.
- Develop and improve various game systems (AI, UI, tools, etc.)

---

### **Bachelor's Degree in Computer Science – OFPPT, Morocco | 2015 – 2019**

- Specialized Technician in IT Development.

## **PERSONAL SKILLS**

---

- Creativity | Teamwork | Strong Work Ethic | Leadership.