

Ilan OUAMROUCHE

Gameplay / Tools programmer

I've just graduated from a Master's degree in Games and Interactive Digital Media with a specialization in programming, and I'm actively looking for a job as a Gameplay or Tools Programmer.

Projects



- End-of-studies project

Challenging isometric action-adventure game in isometric 3D. Made by a team of 10 students in 5 months. I was in charge of the character controller.

DATE NIGHT - First-year project

A 5-student team project for a virtual reality game using Unity engine and the Oculus Quest 2. I programmed a fully functional wheelchair VR controller.

[See more...](#)

Work experiences

From March 2023 to Sep. 2023



Tool Programmer Assistant - Internship

Development and maintenance of content production tools and associated web services. Use of C#.NET and WPF.

From March 2021 to Sept. 2021



Development Tester Assistant - Internship

Q.A. Testing of an ongoing mobile video game, bug report writing, interactions with the entire project team

Skills

Programming



Softwares



Education

From sept. 2021 to Aug. 2023



Video Game Design Master's Degree - programming specialty - Angoulême, France

From Sept. 2020 to July 2021



Game Design / Level Design bachelor's degree - Bobigny, France



<https://ilanouamrouche.me/en>

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22 years old

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Strengths

Rigor and dynamism

I love to invest in what I do, take initiatives and carry out as best I can the tasks I've been assigned to.

Team work

I had many occasions to work on group project that allowed me to develop my team work and social skills such as distribution of tasks.

Languages

French - Native

English - Fluent

Spanish - Intermediate

Japanese - Basics

Interests

Programming

I love programming since high-school.

Music

I'm learning piano on my own

Board games

I particularly like cooperation-oriented board games.

Reading

Novels, mangas...