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



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



Tool Programmer Assistant - Internship

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







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





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

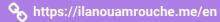






- Bobigny, France





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22 years old +337 82 98 75 39

Strengths

Rigor and dynamism

I love to invest in what I do, take initiatives and 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 cooperationoriented board games.

Reading

Novels, mangas...