

Ilan OUAMROUCHE

Gameplay / Tools programmer

I have a Master's degree in game programming and interactive digital media. I have skills in gameplay programming as well as in the development and maintenance of utility tools.

Skills

Programming



Soft wares

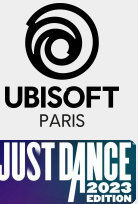


Professional experience



Tools Programmer DevOps - Permanent Contract

Development and maintenance of a wide range of utility tools: project build and launch, asset visualization, Perforce tools... Use of C#.NET, WPF, Vue.js, Typescript, CI/CD...



Tool Programmer Assistant - Internship

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



Development Tester Assistant - Internship

Testing of a mobile game project in development, write bug reports, exchange with the programming team.

Diplomas and training



Master of Interactive Digital Media and Games
- Programming specialization

Projects



Spike! - Graduation project

3D isometric action-adventure game with demanding gameplay. Made by a team of 10 students. I was in charge of the character controller.

DATE NIGHT - First year project

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



www.linkedin.com/in/ilan-ouamrouche

ilanouamrouche.me/en/portfolio

ilan.ouamrouche@outlook.com

24 years old

+33 7 82 98 75 39

Strengths

Dynamic and rigorous

I like to invest myself in what I do, to be proactive and to complete the tasks entrusted to me.

Teamwork

I have a strong sense of teamwork, thanks to my student, professional and community experience. I place particular emphasis on communication.

Languages

French - Native

English - Fluent

Spanish - Intermediate

Japanese - Basics

Hobbies

Programming

Mainly in C#, I also train in other technologies.

Music

I'm learning piano on my own.

Board games

I really enjoy board games, especially cooperative ones.

Associative management

I'm a board member of two events associations.

[See more...](#)