

Adam Saidane

Enthusiastic software engineer and game developer who is always eager to learn new skills. In my work, I always work and communicate with my team to achieve the best results. I'm comfortable driving initiatives and making decisions. I'm a fast learner, and I am not afraid to dive into new technologies.



EXPERIENCE

Slipgate Ironworks, Remote — Programmer

June 2023 - January 2024

I worked on the game [Core Decay](#) where I worked on programming and tech artist tasks in Unity such as:

- Weapon functionality programming.
- Juicing and game feel adjustments.
- Setting up the animation controller and state machine for all game objects needing animations.
- Implementing all assets created by artists into the Unity project.
- Cross-department communication

Unity Technologies, Copenhagen — Student Software Engineer

February 2022 - January 2023

I worked in the **Test Platform** where I worked on the Unity Test Framework, and I even drove an initiative to improve the documentation which included:

- Creating and managing my own epic.
- Reaching out to other teams to set up meetings and expectations.
- Restructuring the architecture of Unity's open-source game [Boat Attack](#) to make it compatible with assembly definitions.
- Implementing integration tests to document usage of the Unity Test Framework.

I also helped remove legacy Perl code, implement new features in C# for an internal command line tool, and forward port features for different versions of the Testing Framework.

Ellab, Hillerød — R&D Developer intern

January 2021 - April 2021

Created a web app that deploys new instances of other web apps on the

Copenhagen, Denmark

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Portfolio:

<https://adamsaidane.games>

SKILLS

C#, C++, Python, JavaScript,

Unity, DOTS & ECS for Unity.

Git, Plastic SCM Testing, TDD,

Containerization, CI/CD,

NoSQL, SQL, Restful API,

React, React Native, Node,

HTML, CSS.

LANGUAGES

Danish - Mother Tongue

English - Fluent

Azure platform.

Performance-tested ASP.NET applications hosted in various environments on the Azure platform.

Containerized ASP.NET applications with Docker and created a CI/CD pipeline on Azure DevOps for releasing new Docker images.

Plant Jammer, Copenhagen — *Front End Developer Intern*

August 2019 - October 2019

Developed a mobile application for iOS and Android using React Native and Redux. I connected to a backend created by my peers who also interned at the company.

Collaborated with designers from Kirk, Hatch & Bloom for the final design.

EDUCATION

IT-University of Copenhagen, Copenhagen — *MSc. Games Technology*

August 2021 - June 2023

During my Master's I have learned a variety of skills including:

- Programming in C++ using SimpleRenderEngine.
- Graphics programming with OpenGL.
- Working with DOTS and ECS for Unity.
- Designing and creating games in Unity, including creating a believable game world that makes the players ask for more.
- Conducting playtests and interviews.
- Gathering and analyzing telemetric data.

CPHBusiness, Lyngby — *Professional Bachelor in Software Development*

February 2020 - July 2021

This was a top-up from my A.P. Degree in computer science, which taught me more advanced topics from computer science. This includes:

- Discrete mathematics.
- Algorithms, data structures, and Big O.
- NoSQL and SQL databases.
- Web services and microservices.
- Testing Software.

CPHBusiness, Lyngby — *A.P. Degree in Computer Science*

August 2017 - January 2020

I learned the fundamentals of programming with Java and learned how to:

- Create RESTFul APIs.
- Front-end programming with React Native and JavaScript.

- Working with multithreaded code and the troubles that might come with it.