

ADAM NASSIRI

ABOUT ME

I'm a futur **software engineer**, currently in my 5th year of study.

Perservering and **determined**, I am convinced I can overcome any obstacle!

Creative and **sociable**, I fit well in a team and I am passionate about my work.

Check [my portfolio](#) for more information about my projects!



(+33) 6 47 27 70 42



adam.nassiri420@gmail.com



<https://github.com/AdamWizard>



<https://adam-wizard.itch.io>



www.linkedin.com/in/adam-nassiri



[adamwizard](#)

MY JOURNEY SO FAR

EDUCATION

Double diploma: master in computer science

2022-2023, Université du Québec à Chicoutimi, Canada

- Video game speciality
- Development of projects related to physics, network connectivity, and game engines.
- Development of several game prototypes in various game genres.

Internship at VO2 GROU" P

2022, VO2 GROUP Paris, France

- **Design, development, training and testing** of strategies for an autonomous stock market trading AI.
- The strategies in question have entered a phase of daily tests in a live-money scenario.

Software engineer Training

2020-2023, POLYTECH Tours, France
speciality: **Systèmes d'Information** (Information systems)



Preparation class

2018-2020, POLYTECH Lille, France

- 2-year selective class
- Preparing me for my next 3 years at the école d'ingénieurs Polytechnique de Tours (POLYTECH Tours).



PROJECTS

API support for a trackmania plugin

2022, Université du Québec à Chicoutimi

- **Designing** and **developing** with a teammate
- Service oriented architecture.
- Linking to the game API.
- Speed up the plugin.
- [Plugin link](#)
- [Portfolio entry](#)

Extra leaderboard positions	
Position	Time
1	0:38.312
10	0:38.885
69	0:39.702 PB
100	0:39.857
1000	0:42.404

Puzzle game with a timeloop mechanic

2022, Université du Québec à Chicoutimi

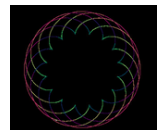
- **Designing** and **Programming** as a 5-man team
- Game made with **C#** using **UNITY**.
- Creation of all visual assets and animations.
- [itch.io page](#)
- [Portfolio entry](#)



Spirograph visualizer

2022, POLYTECH Tours

- A tool that draws spirograph shapes.
- **Design** and **Mathematical justification**.
- Developed with C++ and SFML.
- [git repository](#)
- [Portfolio entry](#)



Shoot'em up demo

2021,2022, projet personnel

- **Solo designing and programming**.
- Shoot'em up style arcade game.
- made with **pico8**.
- My first steps in making video games and assets.
- [itch.io page](#), playable in browser.
- [Full project portfolio entry](#)



MY MAIN SKILLS

LANGUAGES

C++ : confirmed
Java : intermediate
Python : confirmed
C# : intermediate
Lua : intermediate

ENGINES

Unity : intermediate
Unreal : beginner

TOOLS

GitHub/GitLab : intermediate
Trello : confirmed
Perforce : intermediate

MY MAIN INTERESTS

Video games

I love to play, and i appreciate **artistic values** of a game as well as its **gameplay**.

Sports

I like fencing, i participated in the **France championships** in 2019 in Dunkerque

Model kit building

I like being **meticulous** and proud of the result of my builds.

Music

Avid **music** and **dance** fan, I am fascinated by that art form.

MY MAIN SOFT SKILLS

Leadership

Teamwork

Creativity

LANGUAGES SPOKEN

Français : langue maternelle

Anglais : **985 TOEIC** score, i am **fluent**.