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.

📞 (+33) 6 47 27 70 42

✉ adam.nassiri420@gmail.com

🐙 **https://github.com/AdamWizard**

🎮 **https://adam-wizard.itch.io**

in **www.linkedin.com/in/adam-nassiri**

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)**

POLYTECH TOURS

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).

POLYTECH LILLE

PROJECTS

2 0 2 3

2 0 2 2

2 0 2 1

2 0 2 0

2 0 1 8

API support for a trackmania plugin

2022, Université du Québec à Chicoutimi
- **Designing** and **developing** with a teamate
- Service oriented architecture.
- Linking to the game API.
- Speed up the plugin.
- **Plugin link**

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**

Spirograph visualizer

2022, POLYTECH Tours
- A tool that draws spirograph shapes.
- **Design** and **Mathematical justification**.
- Developed with C++ and SFML.
- **git repository**

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.

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 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**.