

AYOUB GHARBI

- Address: Ariana, Tunisia • Contact: 00216 94 126 420
 - Email Address: contact@ayoub-gharbi.org
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KEY QUALIFICATIONS

Experienced Game Developer with a background in mobile development and 5 years of experience with aptitude for solving problems. Highly organized, self-motivated and proficient in guiding product cycle from conception to completion.

PROFESSIONAL EXPERIENCE

TruLuv, Canada

Jan 2021 – Present

Tools Programmer

NukedCockroach, Tunisia

Oct 2016 – Dec 2020

Senior Game Developer

- Designing and implementing UI features.
- Developing Unity3d tools and frameworks to aid in artists work-flow and future test updates.
- Developing character customization (client-side and server-side).
- Adding Joystick support.
- Updating the database architecture upon adding several features to the game.
- Implementing analytics.
- Supervising a group of programmers.

Key Accomplishments

- Secured a user-friendly solution and better gameplay experience.
 - Meeting the company's timeline to allow heavy tests to be done in time.
 - Help adjusting the game strategy to the players' need.
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360medlink, Canada

Oct 2017 - Nov 2018

Part-time Unity3d Developer [Freelance / Remotely]

- Developing tools, interfaces, animations.
- Working on JSON files manipulation and client-server communication.
- Developing the gameplay and dynamic content integration.
- Integrating 3rd party APIs (e.g. Amazon S3 Buckets, Firebase.)

- Helping to estimate and coordinate sprint tasks and work with cross functional team
 - Educating and updating clients on regulatory changes affecting work-flow and technology
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Saudi Telecom Company, Kingdom of Saudi Arabia

2015 - 2016

Developer, Participant [Entrepreneurship Boot camp]

- Received mentor-ship from leading Silicon Valley consultants
- Developed a concept of a video game including design document, art direction and development plan

Key Accomplishments

- First place in INSPIREU first edition program
 - Venture Exchange with Korean companies in Seoul
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Kritzelkratz GmbH, Germany

2014 - 2015

Game and Tools Developer [Internship]

- Developed realistic shaders
- Implemented Artificial Intelligence driving cars
- Integrated the VR component

Key Accomplishments

- Presented the application in front of Volkswagen team
 - The company signed a contract with Audi
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Tunisian Game Developers Association, Tunisia

2013 – 2014

President

- Game Development training sessions
- Organizing local and international game development events (e.g. GGJ)

Key Accomplishments

- Brought game development to Tunisia and supported the opening of new local studios
 - Brought international interest to the Tunisian industry
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International Federation of Multimedia Association, China

November 2013

Game Developer, Participant

- Teamed up with young African and Chinese talents to build a video game
- Facilitated knowledge and cultural exchange
- Was advised by a senior graphics programmer from WB Games Montreal

Key Accomplishments

- Developed a game in one week
 - Networked with professionals
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EDUCATION

E.S.P.R.I.T – Software Engineering (Mobile Development Background)

2013 – 2015

TECHNICAL SKILLS

- C# / Unity3D
 - Shader Programming
 - Java / Android
 - Opengl
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SPECIAL SKILLS

- Leadership
 - Communication
 - Time management
 - Creative problem solving
 - Team work
 - Active blogger
 - Details Oriented
 - Fluent in French and English
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CERTIFICATIONS



- Word Education Services: [master's degree](#)



- IELTS: Overall Band Score [7.0] (ID: 19TN001266GHAA001G)



- TEF Canada:

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