

IHEB ABDELKADER

Engineering Student

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Experience

- **Upwork**

Present

Game Programmer

- Worked as a gameplay programmer and level designer for a casual mobile game called BlockPuzzle using the **Unity Game Engine(2021.3 LTS)**. My task included designing, programming and polishing more than 400 levels.
- Developed small prototypes of 2D/3D mobile games using Unity Game Engine(2021.3 LTS) and integrated Google AdMob ads. [profile link](#)

- **Solitude**

2023

Game Programmer/Game Designer

- Developed a story-driven Escape room 3D game with **Unity(2021.3)** called Solitude where I touched on many aspects of 3D game development such as Animating, Modeling(Blender), Lighting, Lightmap baking, profiling and more... [game link](#)

- **Personal Professional Project**

2023

- Developed a dynamic 3D racing multiplayer game using **Unity (2021.3)**.
- Implemented Unity **MLagents** package for AI training to enhance the game's artificial intelligence capabilities.
- Integrated **Photon PUN** for seamless and responsive multiplayer functionality.

Education

- **National Institute of Applied Science and Technology (INSAT)**

2020-2025

Engineering Degree in Computer networks and telecommunications

- **Baccalaureate Degree in Mathematics**

August 2020

Languages

- English (Proficient), French (Fluent), Arabic (Native Language)

Tools

- **Programming Languages:** C#/C++, Java, Python
- **Game Development:** Unity
- **Game Networking:** Photon PUN
- **3D Modeling:** Blender
- **Graphic Design:** Adobe Photoshop, Aesprite, Clip Studio Paint
- **Version Control:** Git
- **Database:** PostgreSQL, MySQL, Firebase

Associative Live

- Game development(Unity) Trainer with Insat Android Club.
- Media manager of the CyberCamp event organized by Securinets INSAT

For additional information and to explore more of my work, please feel free to visit my
GitHub: <https://github.com/ibar09>