

# MOHAMED BOUCHEMLAL

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Portfolio: [mohamedbouchemlal.github.io](https://mohamedbouchemlal.github.io)  
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[github.com/mohamedbouchemlal](https://github.com/mohamedbouchemlal)

*A passionate programmer who loves bringing fun ideas into life.*

## Education

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### Bachelor of Science “Computer Science – Game Engineering”

Applied Science University Kempten | Kempten (Allgäu), Germany

10.2018 - 07.2023

### Bachelor of Science “Computer Science” (1 Year)

University Bayreuth | Bayreuth, Germany

10.2017 - 06.2018

### Diploma of Computer Science

High School of Technology | Meknes, Morocco

10.2014 - 06.2016

## Experience

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### Xyrality, Game Designer Intern | Remote

09.2020 - 02.2021

- Designed UX & UI using “Sketch” and “Photoshop”.
- Balanced game stats (like costs of items and upgrades etc) in “Google Sheets”.
- Designed and documented game mechanics.
- Used Jira & Confluence for progress-tracking and documentation.

## Projects

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### Third Person Game (Unity)

Personal Project (with a friend): A short story-driven action game with simple AI, where the player can perform 2 attacks with a sword, roll, switch to a gun and shoot.

- Directed the project.
- Programmed all features and game mechanics with **C# (Used patterns: Component, Singleton, Observer, State, Object Pool, Service Locator)**.
- Implemented 3D animations.

### Math Run Race (Unity)

Personal Project (Solo): A 3D casual game, in which the player runs in a linear path full of number blocks. From time to time, the blocks disappear leaving only the blocks with a specific number. That number is the result of a random summation displayed to the player.

- Programmed all features and game mechanics using **C# (Used patterns: Component, Singleton, Service Locator)**.
- Designed everything.
- Created the icon using **Blender**.

### Santa Christmas Adventure (Unity)

Personal Project (Solo): A story-driven 2D action platformer game. My biggest project so far.

- Programmed all features and game mechanics using **C# (Used patterns: Component, Singleton, Observer, State, Object Pool)**.
- Designed and drew the game's visuals (Player, Enemies, Map, UI etc) and levels using **Photoshop** and **Krita**.
- Animated everything using the **2D Skeleton** and **Sprite** animation techniques.
- Implemented the sound and **composed** the main menu's soundtrack using **Cakewalk By Bandlab**.
- Directed the game's trailer (a friend of mine made it).
- Did some marketing.

### Escape From the Obscurity (Unity)

University Project (with a friend): A 2D platformer game, in which I experimented with **Unity's 2D Lighting System**.

- Programmed all features and game mechanics using **C#**.
- Designed using **Krita** and animated the game's elements using the **2D Skeleton** and **Sprite** animation techniques.

### Shape Or Color (Unity)

Personal Project (Solo): A casual reflex game I developed for Facebook Instant Games.

- Programmed all features and game mechanics using **C#**.

### Cut The Fruit (Unity)

Personal Project (Solo): A casual game I developed for Facebook Instant Games.

- Programmed all features and game mechanics using **C#**.

### Happy Fishing (Unity)

Personal Project (Solo): My first unity project.

- Programmed all features and game mechanics using **C#**.
- Made pixel art and animated it using **2D Sprite** animation technique.

**Skills**\_\_\_\_\_

	Comfortable with	Familiar with
Programming	C#, C++	Java, HTML
Game Engines	Unity	Unreal Engine 5
Art & Design	Photoshop, Krita (Drawing), 2D Animation, Sketch & Lunacy	Blender, 3D Animation
Sound & Music	Audacity	Cakewalk By Bandlab
Productivity	Google Sheets, Visual Studio	Jira & Confluence, Trello, Github

**Personal Information**\_\_\_\_\_

**Languages:** Fluent in **Arabic, English** and **German**. Beginner in **French**.  
**Hobbies:** **Football, Swimming, Travelling** when possible and playing **Video Games**.