

MOHAMED BOUCHEMLAL

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Portfolio: mohamedbouchemlal.github.io
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github.com/mohamedbouchemlal

A passionate programmer who loves to create with clean code. Self-driven and always learning.

Skills

Programming:	C#, C++, C, Java, (HTML, CSS, PHP).
Game Engines:	Unity, Unreal Engine, Vektoria.
Art & Design:	Photoshop, Krita (Drawing), 2D Animation, Sketch & Lunacy, Blender, 3D Animation.
Sound & Music:	Audacity, Cakewalk By Bandlab.
Productivity:	Jira & Confluence, Microsoft Office, Google Docs/Sheets, Trello.
Development Tools:	Visual Studio, Github, UML.
Database:	Oracle, SQL, XML.
Other:	Math, Linux.

Projects

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.

Alien Killer (C++)

University Project (Solo): Programmed the game in **C++** using **Visual Studio**.

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.

Experience

Xyrality Game Designer Intern

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.

Education

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

Personal Information

Languages: Fluent in **English**, **German** and **Arabic**. Beginner in **French**.

Hobbies: **Football**, **Swimming**, **Travelling** when possible and playing **Video Games**.