MOHAMED BOUCHEMLAL

mohamedbouchemlal@gmail.com   **Portfolio**: mohamedbouchemlal.github.io   github.com/mohamedbouchemlal
de.linkedin.com/in/mohamed-bouchemlal-b25385268

A passionate programmer who loves bringing fun ideas into life.

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*

Experience

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

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	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**.