Ksiks Mohamed Haitam

SOFTWARE ENGINEER

Marrakech

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Education

École Nationale Supérieure d'Informatique et d'Analyse des Systèmes *Rabat, Morocco*
Software Engineer *Sept 2021 - Current*

- **Courses:** Programming, UML, Object Oriented Programming, Java, Oracle, Linux, Networking, Android Development, Machine Learning, Statistics

CPGE Ibn Timyia *Marrakech, Morocco*
2 years of preparatory classes *Sept 2019 - Jun 2021*

- Ranked in the top 500
- Specialised in Maths and Physics

Lamrani Highschool *Marrakech, Morocco*
Baccalauréat *Sept 2018 - Jun 2019*

- Passed with Distinction
- Specialised in Maths

Work Experience

Hype Train Creations *Canada (Remote)*
Freelance Game Programmer *Oct 2022 - Current*

- Implementing 3D Game functionalities.
- **Technical Skills:** Godot, GLSL, Git.
- **Soft Skills:** Time Management, Communication

FodderLabs *USA (Remote)*
Freelance Game Programmer *Oct 2021 - Current*

- Implementing 2D Game functionalities.
- **Technical Skills:** Godot, GLSL, Git.
- **Soft Skills:** Time Management, Communication

Evil Kitten Interactive *USA (Remote)*
Freelance Game Programmer *Sept 2021 - Feb 2022*

- Implementing 2D Game functionalities as a team of 4
- **Technical Skills:** Godot, GLSL, Git, Optimisation for mobile
- **Soft Skills:** Time Management, Communication, Presentation skills.

Projects

Sumo Bomber

Mai 2023 - Current

- Creating a game for mobile using the awesome simple engine
- **Technical Skills:** Android Studio, C++, NDK
- **Soft Skills:** Time Management, Presentation skills, Report writing.

Awesome Simple Engine (WIP)

Mar 2023 - Current

- Creating a cross-platform game engine (Desktop and mobile)
- It can render sprites, tiles, text. It has a resource manager to import sprites, fonts, materials, input management and game objects.
- **Technical Skills:** Android Studio, C++, NDK, openGL ES 2.0, Git, GLSL
- **Soft Skills:** Time Management, Presentation skills, Report writing.

Small Compiler for a Javascript inspired language

Feb 2023 - Feb 2023

- Creating a compiler with c++ that compiles a javascript inspired code to machine code.
- It has variables with scopes, conditions, I/O, loops
- **Technical Skills:** C++
- **Soft Skills:** Time Management, Presentation skills, Report writing.

Kanji Engine (WIP)

- Creating a renderer with vulkan and c++ for desktop as a hobby project.
- **Technical Skills:** C++, Vulkan, GLSL

Skills

Programming   Python, C/C++, OpenGL, OpenGL ES, Vulkan, Android Studio, NDK, Godot, Unity
Miscellaneous   Linux, Shell (Bash/Zsh), Overleaf, Git.
Soft Skills   Time Management, Teamwork, Problem-solving, Documentation, Engaging Presentation.

Interests

Art   I have always enjoyed drawing since I was a child. Recently, I have shifted to digital art.
Video Games   I always had the gaming gene. I mostly play on my computer and occasionally on my switch.
Sports   I started the gym December 2022, I've been going consistently since.

Languages

French   Professional proficiency
English   Intermediate proficiency
Arabic   Native proficiency

References available upon request.