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EXPERIENCES

•Hoptimist Games

July 2023 - September 2023

Unity Gameplay Programmer Internship

Casablanca-Morocco

- Creation of a **3D** hyper casual game for **mobile** with **Unity** and **C#**. The game has a **solo** mode and **multiplayer** mode.
- We have also experimented with implementing **client prediction**.

•Fodderlabs

October 2022 - November 2022

Freelance Front end Developer in Fiverr

Remote

- Creating a **portfolio** that allows my client to showcase his projects.
- The client left **5 stars** for my services.

•Fodderlabs

October 2021 - October 2022

Freelance Godot Gameplay Programmer in Fiverr

Remote

- Creating a 2D game inspired by classics like Megaman and Castlevania. We have released a demo last Halloween.
- The client left **5 stars** for my services.
- The game has now been taken over by another programmer.

•Hagonia BTP

August 2022 - September 2022

Full stack developer intern

Marrakesh-Morocco

- Creating a **resource manager** that allows the company to keep track of the usage of construction material over time and by employee.

•Evil Kitten Interactive

September 2021 - February 2022

Freelance Godot Gameplay Programmer in Fiverr

Remote

- Creating a **2D** hyper casual game for **mobile** with **leader-boards** and **achievements** and **ads**...
- We worked in a **team of 5** as 2 programmers and one artist and one music composer / sound designer and one game designer.
- The game is named "**Light Breaker**" and available in **google play**.
- The client left **5 stars** for my services.

PROJECTS

•Awesome Simple Engine

Creating a cross-platform 2D and 3D game engine

- Tools & technologies used: C++, OpenGL, GLFW, Cmake, Git, Python, NDK, Java
- AEngine is a **cross-platform** (Desktop and Android) based on an **Entity Component System Architecture**. It has a **module system** where the user can create or include modules with custom components and systems and resource types.
- Features: Entity Component System Architecture, 2D and 3D Rendering, Audio, Event based input system, Resource Management, Serialization, Module System, File I/O, Build system.

•Parking System

Creating a parking lots platform.

- Tools & technologies used: Angular, TS, Docker, Jest, Cypress, Java, Spring, Git, Jenkins, Python
- Parking System is a platform that allows the user to **reserve parking** spots and allows parking lot owners to **register** in the system and keep track for available places with AI.
- The project is was the final assignment for the **software development best practice** course we took last year in school. We worked on it as a **team of 3**, I was responsible with working on the **front-end** and creating the **containers** for the web application with **docker** and helping with the **back-end development**. We were graded **90%** for this project

•Nightmare Abyss

Creating a FPS game inspired by Doom

- Tools & technologies used: Unity, C#, Shader Graph, Git
- Nightmare Abyss is a **fast paced shooter** inspired by Doom.
- Features: Inventory system, Weapons, Consumable items, Enemies, Save state.

•Leaf Dash

Creating a desktop game using c++ and my own game engine (AEngine) for the Cozy Autumn Game Jam 2023.

- Tools & technologies used: C++, Git, Cmake
- This project allowed me to test how my game engine performs in a real project. It helped me in finding and fixing bugs and adding some missing features. I ended up placing **9th** in presentation and **18th** overall. It was also a good opportunity to practice **gameplay programming** with an ECS architecture.

•Qt Raytracer

Creating a raytracing renderer with Qt

- Tools & technologies used: C++, Qt, OpenGL, GLSL
- This project allowed me to **learn** more about **graphics programming**, particularly **raytracing**.

•Oh NO! The Lab Mouse Escaped

My Game Maker's Toolkit Game jam 2023 entry

- Tools & technologies used: Godot, GDscript, GDshader
- This is my forth participation in the GMTK game jam which is the **biggest game jam** in itch.io with over **6 800 entries**. I ranked **113th** in presentation and **288th** overall.

EDUCATION

•National School Of Computer Science in Rabat (ENSIAS)

2021 - current

Software Engineering

•Ibn Timia Preparatory Classes in Marrakech

2019 - 2021

Maths & Physics

SKILLS AND INTERESTS

Languages: English, French, Arabic

Programming Languages: C/C++, C#, GLSL, Javascript, Typescript, Python, Java

Tools & Libraries & Framework: Unity, Godot, Git, Cmake, OpenGL, Vulkan, Vue.js, Angular, Express.js, Docker

Areas of Interest: Video Games, Art, Working out