

# KSIS MOHAMED HAITAM

Software Engineer



## About Me

Hi! I'm a software engineer student and a freelance developer. I'm currently looking for an internship in game development.

## CONTACT



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Marrakech - Morocco (Open to relocate)

## PROGRAMMING LANGUAGES

- C/C++
- C#
- Typescript / Javascript
- Python

## TOOLS & LIBRARIES & FRAMEWORKS

- Unity
- Godot
- Git
- Cmake
- Opengl
- Vulkan
- Vue.js
- Angular

## LANGUAGE

- English
- French
- Arabic

## RECENT EXPERIENCES

### Unity Gameplay Programmer Internship

#### Hoptimist Games

July 2023 - September 2023

Creation of a 3D hyper casual game for mobile with Unity and C#. The game has a solo mode and a local multiplayer mode. We also have experimented in the internship with client prediction.

### Freelance Godot Gameplay Programmer

#### Fodderlabs

October 2021 - 2022

Creating a 2D game inspired by classics like Megaman and Castlevania. We have released a demo last halloween. The game has now been taken over by another programmer.

### Freelance Godot Gameplay Programmer

#### Evil Kitten Interactive

September 2021 - February 2022

Creating a 2D hyper casual game for mobile with leaderboards achievements ads... We worked in a team of 5 as 2 programmers and one artist and one music computer / sound designer and one game designer. The game is named "Light Breaker" and available in google play.

## RECENT PROJECTS

### Awsome Simple Engine (ASEngine)

Creating a cross-platform (Desktop & Android) game engine with c++ and opengl. The game engine is 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. The engine has a 2D and 3D rendering APIs that allows the user a maximum of flexibility while keeping it as minimal as possible.

### Lead Dash

Creating a desktop game using c++ and my own game engine (ASEngine) as my entry for the Cozy Autumn Game Jam 2023 where I ended up placing 9th in presentation and 18th overall. This project allowed me to test how my game engine performs in a real project and it helped me to find and fix bugs and add missing features

## EDUCATION

### National School Of Computer Science in Rabat (ENSIAS)

Software Engineering  
2021-current

### Ibn Timia Preparatory Classes in Marrakech

Math & Physics  
2019-2021

### Lamrani Highschool

Baccalaureat in Maths.  
2018-2019