TAHA BAANTAR

ENGINEERING STUDENT

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https://github.com/MrGun3r

ABOUT ME

I am an engineering student from Essaouira, Morocco, currently pursuing a degree in *Science du Numérique* (Digital Sciences) at INP-ENSEEIHT. After earning my high school diploma, I completed two years of intensive preparatory classes (MP), which improved my mental capabilities as well as my skills as an analytical person.
I am passionate about programming and enjoy developing software projects that involve technical simulations, I am eager to continue learning and contributing to innovative engineering and digital technology solutions.

EDUCATION

2025-Present — **Engineering Cursur**
INP-ENSEEIHT — Branch of Digital Science *"Science Du Numérique"*

2023-2025 — **Preparatory Classes**
Lycée Ibn Timiya — CPGE MPSI/MP: Math / Physics / Engineering Science

2022-2023 — **High School**
Lycée Akensous — *Baccalaureat - Science Math A*

EXPERIENCE

2025-Present — **Independent Game Developer**
Published and advertised many games that got alot of traction as my pseudo-name MrGun3r.

2024 — **Member of Robotic Club CPGE**
Participated in the development of an ARDUINO radar that can detect nearby objects.

2020-2022 — **Community Designer**
Created and published custom skins for games like Krunker.io as well as maps that got featured in the main page.

SKILLS

- C/C++ Programming
- HTML/CSS
- Python
- SQL
- JavaScript

LANGUAGES

- Arabic – Native
- French – Professional Proficiency
- English – Professional Proficiency
- German – Beginner

PROJECTS

- **PlatformerEngine** — 2D platformer engine made fully from scratch using the C programming language, Involving a fully fonctionnal editor to make custom levels as well as a scripting system to further customize your own levels.

- **LAN_Game** — A fully functional multiplayer fighting game that can be played with friends on the same proxy router

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- **pathFinding** — An user friendly simulation that showcases the solving of a maze step by step using the A* algorithm.