

# Sadok Ben Mefteh

## Game Designer & Programmer

A **Unity** & **C#** Game Developer with over 5 years of experience on personal projects, a broad skillset, a Bachelor's minor in Computer Science, a passion for gaming since childhood, and a great understanding of the industry.



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🌐 linkedin.com/in/sadokbm

📄 ramesesxi.github.io

🐙 github.com/RamesesXI/MyGames

## EDUCATION

### Bachelor Degree (Philosophy Major & Computer Science Minor)

Lakehead University

01/2018 - 12/2021

Thunder Bay, ON, Canada.

*Computer Science & Math Courses:*

- Computer Programming I & II
- Data Structures
- Discrete Mathematics
- Probability & Statistics
- Operating Systems
- Calculus I & II
- Computer Architecture
- Linear Algebra
- Mobile Computing Technology
- Programming Languages

## PERSONAL PROJECTS

I create both PC and Mobile games. These games mainly served as a playground for my learning process, but they can also showcase my basic capabilities using Unity.

Check my Website or GitHub repository to download and see code (links above).

### Jumpy Slime [PC]

- Solve this multi-leveled puzzle by clearing all boxes before reaching the finish box.

### Antichamber [Android]

- Solve this 3D puzzle by escaping a non-Euclidian, Escher-like building.

### Hack the Safe [Android]

- Figure out the number lock for cracking the safe by getting hints from each attempt.

### Guess the Flag [Android]

- Test your global knowledge by guessing country names from their flags.

### Brawler [PC] (Prototype)

- Control 3 unique characters, each with unique abilities such as making portals, swinging from grappling hooks, and rewinding time.

NB: These games were created when I was still starting out in game dev. My skill level is now far more advanced despite not delivering a full product due to dabbling from one project to another.

## TOOLS

Unity

C#

Blender (Basics)

## SKILLS

- Code Efficiency & Performance Optimization
- Great Communication & Teamwork
- Adaptive UI implementation
- Animations (Native & Imported)
- Camera Control
- Knowledge with the different Materials, Shaders, and Real-Time Graphics Rendering
- Understanding of appropriate Lighting and VFX practices
- Audio implementation
- Touch Screen full-implementation
- Full-grasp of Project Management concepts
- Debugging & Version Control
- Philosophies on what makes an entertaining and successful game
- Experience playing hundreds of games (from small indies to biggest AAAs)

## CERTIFICATES

GoMyCode Diploma (07/2016 - 08/2016)

*An extensive Unity & C# 30-day Bootcamp*

## LANGUAGES

English

*Full Professional Proficiency*

French

*Limited Working Proficiency*