Reda Mazoz

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EDUCATION

National School of Applied Sciences (ENSA)   **Fes, Morocco**

Master of Science in Computer science   Expected 07/2023

- **Relevant Coursework:** Networking Basics, C++ , C# and .NET Framework

WORK & LEADERSHIP EXPERIENCE

Andarion Games

Game developer - Intern   08/2021 – 10/2021

- Lead a team of 3 engineers to develop a hyper-casual runner Unity game for Android / iOS
- Designed and implemented prototype and core game features
- Created modular system for game play features that made it easy to add new features while reducing maintenance costs
- Developed a client side anti-cheat system
- Presented mini-seminars to the dev team on Unity topics such as Cinemachine, Timeline, and Mechanim

PERSONAL PROJECTS

Ranger Destiny

Indie Game Developer   07/2020 – Present

- Created a 3D adventure game "Ranger Destiny" using Unity
- Development of the core game concept and mechanics
- Built systems to support procedural generated worlds using HLSL which allowed for dynamic environments
- Designed and implemented game features such as: character bow shooting, melee fighting, and placing magical spells
- Created an open source tool "Workshop" to improve usability and efficiency of the Unity Editor

GERMAN TRAINER

Software Developer   10/2020 – 12/2020

- Created an Android and PC vocabulary training app "GERMAN TRAINER" using C++11 and Qt
- Designed to be flexible and easy to use by allowing users to import custom vocabulary

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in English, French and Arabic; Conversational Proficiency in German

Technical Skills: Unity 3D, C#, HLSL, UE4 Blueprint, C++ 11, Qt, Git, Python

Certifications & Training: B1 Goethe Certificate in German Language, Best Innovation award of sustainable development for Energy Cap Project, Participation in the Belgian-Science Expo with Emergency Cap - part of Erasmus+ program, C1 Certificate in French Language

Activities: 7 years piano player

Interests: Maths, Classical Music, Martial Arts