PROFILE

Passionate about harnessing technology to create unique digital experiences.
Enthusiastic developer with a talent for bringing creative ideas to life.
Eager to contribute to innovative projects and thrive in the dynamic realm of technology.

Portfolio Page

https://vrayzix.github.io

CONTACT ME

📞 +213 0799786676

✉️ lanacer.youcef.zxc22@gmail.com

📍 Algeria ,Constantine

LANACER YOUCEF
Software Developer

EXPERIENCE

- **BrokenJars Interactive, gameplay programmer**
As a gameplay programmer, my role was implementing different game ideas and mechanics provided by our team.

PROJECTS

- **Unity Mobile Game Development**
Developed a 2D Unity space shooter game for Android devices. Used Unity's C# scripting language to implement game mechanics, such as player movement, enemy AI. Created pixel art assets for the game, including characters, backgrounds, and enemies, Integrated touch screen controls.

- **Line Follower Arduino Car**
Designed and built a line follower robot car using an Arduino microcontroller. Integrated two infrared sensors to detect the line. Used driver motors to control the robot, enabling it to follow the line.

SKILLS

- Programming Languages (C++,C#,JavaScript(Reactjs))
- Design(UI/UX(Figma),Blender,Canva)
- Git/Github
- Solving problems
- Mulitasking
- Time management
- Creativity
- Communication

CERTIFICATES

BACHELOR OF ELECTRICAL ENGINEER (AUTOMATION AND CONTROL ENGINEERING)
University Of Mentouri

During my degree, I learned programming languages which include C, C++, and MATLAB, as well as computer concepts like data structures, algorithms, i also studied control theory, microelectronics and embedded systems, circuit design, and digital signal processing.

FOUNDATIONAL C# WITH MICROSOFT
A certification i earned by completing the Microsoft/freeCodeCamp course, it covers the fundamental of C# including variables, datatypes, control structures, object-oriented programming principles, debugging and exeptions handling...