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

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📍 Algeria

LANACER YOUCEF

Game 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.

- **Portfolio Webpage**

Created a portfolio webpage from scratch using html and css without using any framework or library.

- **Stop Watch**

A stop watch web project i made using html and css with javascript for behaviors.

- **Line Follower Arduino Car**

➤ SKILLS

- Programming Languages
  (C++,C#,Python,JavaScript(Reactjs))
- MySQL
- Git/Github
- Design(UI/UX(Figma),Blender,Canva)
- Solving problems
- 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...With projects.