

PROFILE

Passionate Computer Science enthusiast with a deep interest in programming and technology.


I am always eager to explore the latest advancements in the field and apply my knowledge to solve real-world problems.


My commitment to continuous learning and improvement, coupled with my problem-solving skills, make me a dedicated advocate for technology in our daily lives.


Portfolio Page

<https://vrayzix.github.io>

CONTACT ME

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 Djebel El Ouahch
Algeria ,Constantine

LANACER YUCEF

Software Developer

➤ EXPERIENCE

- **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.

➤ LANGUAGE

- English
- French
- Arabic

➤ SKILLS

- Solving problems
- Programming Languages
(C++,C#,Python,JavaScript(React),Php)
- Design(UI/UX(Figma),Blender,Canva)
- Adaptability
- Multitasking
- Time management
- Creativity
- Communication

➤ EDUCATION

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.