

## 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 YUCEF

## Front End 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#,JavaScript(Reactjs))
- Design(UI/UX(Figma),Blender,Canva)
- Git/Github
- Solving problems
- Multitasking
- 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.