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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✉ lanacer.youcef.zxc22@gmail.com

📍 Djebel El Ouahch
Algeria ,Constantine

LANACER YOUCEF

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,html/css)
-Creativity
-Adaptability
-Mulitasking
-Time management
-Analytical
-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.