Youcef Lanacer

Montreal, Canada · lanacer.youcef.sds40@gmail.com · +1 (438) 686 2111 · Portfolio: https://vrayzix.github.io

Skills

Programming Languages:	C++, C#, JavaScript
Game Engines:	Unity, Unreal Engine
Gameplay & AI Design:	Main character mechanics, Camera Systems, NPC Behaviors, Environment Design
Design:	Photoshop, Blender, Aseprite
Version Control Systems:	Git, Github

Projects

Detonation Dash

Developed a top-down 2D game for PC where players control a car on a floating island, collecting wrenches before time runs out. I implemented core features and conducted testing to ensure smooth gameplay and a responsive UI for tracking collected wrenches and player health.

Nebula Power

Created a pixel classic game in Unity where players control a spaceship battling enemies and bosses across waves. The game features fireball mechanics and a simple, immersive UI designed for both Android and PC.

Line Follower Arduino Car

Developed an autonomous line-following car using Arduino and IR sensors for navigation. The project implemented an ultrasonic sensor for distance measurement and obstacle detection, allowing the car to navigate effectively. Integrated DC motors and motor drivers facilitated efficient movement control.

Experience

BrokenJars Interactive   Remote
Game Programmer   Oct 2023 - Apr 2024

- Collaborated with designers and artists to implement game mechanics and optimize gameplay systems using C# and C++.
- Participated in agile development process, utilizing Git for version control and team collaboration.

Sonatrach   Hassi Messaoud, Algeria
CAD Technician   Jan 2024 - Feb 2024

- Modified Civil 3D plans, maintaining a strong on detail to meet project specifications.
- Organized measurement data in Excel to support project documentation and analysis.

Upwork
Freelancer   Feb 2024 - Present

- Adjusted animation sequences in games to enhance fluidity and player experience.
- Created and animated pixel art characters with precise attention to detail and texture optimization.

Awards

Unity Junior Programmer   Unity
Acquired foundational skills in C# programming and game development, including debugging and optimization techniques.
                                                                    May 2024

Foundational C# With Microsoft   Microsoft / FreeCodeCamp
Completed a course covering C# fundamentals and hands-on projects, enhancing my programming skills for game development.
                                                                    Jan 2024

Education

University Of Mentouri   Contsantine, Algeria
BEng Automation Engineering   Nov. 2020 - Jul. 2023

Developed strong programming skills in C++ and C# with a focus on automation, software systems, and real-time problem-solving. Gained hands-on experience designing and debugging projects involving embedded systems, sensor integration, and control algorithms, which built a solid foundation for software and game development.