

# YOUCEF LANACER

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## EXPERIENCE

### BrokenJars Interactive

Game Programmer

Remote  
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

CAD Technician

Hassi Messaoud, Algeria  
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.

## 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.

## 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

BEng Automation Engineering

Contsantine, Algeria

Nov. 2020 - Jul. 2023