

# Yousra Ramdhana Jlali

## Software Engineer

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### Skills

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#### Yousra Ramdhana Jlali

Lagfartsvägen 48  
Norsborg 145 58

+4670-207 45 74

[yousra-j@hotmail.fr](mailto:yousra-j@hotmail.fr)

LinkedIn: <https://www.linkedin.com/in/yousra-j/>

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Proficient in C++ with a foundation in OOP and version control (Git). Experienced in live service games. Adept in CI/CD processes and agile project management. Strong communicative and collaborative abilities in team and cross-functional environments. Fluent in English and Swedish, and conversational in French.

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### Experience

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#### King Entertainment / Software Engineer

SEP 2024 - PRESENT, STOCKHOLM

#### King Entertainment / Junior Game Developer

FEB 2023 - SEP 2024, STOCKHOLM

Contributed to several Candy Crush Soda Saga live features as a developer of the Events team.

#### Blekinge Institute of Technology / Teacher Assistant

AUG 2021 - JAN 2022, KARSKRONA

Supported the management of a game AI project by presenting material, providing assistance, and evaluating student performance.

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### Education

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#### Blekinge Institute of Technology / Master's in Computer Science

AUG 2020 - SEP 2022, KARSKRONA

Covered topics including Machine Learning, Malware, Software Security, Secure Software Engineering, and Decision Support Systems, among others.

#### Blekinge Institute of Technology / Bachelor's in Game

Programming

AUG 2017 - JUN 2020, KARSKRONA

Developed game engines from scratch with groups using OpenGL and DirectX. Completed 2 game creation projects.

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### Awards

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Attended a game jam arranged by IGDA Sweden, where our team won. The game was developed in Unity3D, and I was rewarded with an opportunity to meet with publishers.