Yahya Bouhlel iOS Developer

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Education

2012-2016 Technical High School, Soussa, Tunisia

Penultimate year of studies

- ➤ **Specialization**: Scientific Baccalaureate. Intensive preparation in Mathematics, Physics and Programming. Academic Average A+ (very high honors)
- ➤ **Project**: Worked on a 150-hour 8-person school team project to launch for the first time in the city a photography gallery "PhotoArt gallery" which gave the opportunity for many students and amateur artists to present their works

Professional Experience & Projects

Jun.-Aug. 2014 iOS Developer

MakeSchool, Paolo Alto, CA, USA

- ➤ Learned iOS Development and worked on developing clones of famous games such as Flappy Bird, 2048...
- ➤ Shipped an original iOS game "ManDown". Man Down is an action platformer game with a fast paced gameplay filled with action. My work included the idea research, game design and prototyping, the product development, the marketing and the monetization.

August 2014 iOS Developer

YCHacks, Paolo Alto, CA, USA

Participated in the YCombinator Hackathon YCHacks2014 where, in a team of three students, we built and shipped an iOS game in 48 hours. The game is "Pathfinder" and it's a high-score based game where you avoid the oncoming obstacles as a little red square.

Key Skills

Languages English (Fluent) French (Bilingual) Arabic (Mother Tongue)

Computer Good working knowledge of C, Java and Xcode

Good working knowledge of cocos2d, Sprite Builder and Git Good working knowledge of Photoshop and After Effects

Extracurricular Activities

iOS Development: I built iOS games in my free time. I'm currently working on a new iOS game using open source design.

Video making: I always produce short movies and see them with family and friends. I also build videos to promote the mobile games I develop such as the <u>trailer for the "ManDown" game</u>

Tennis: Member of the Tennis team of my city and participates in local competitions