YOUSSESF MADDOURI

GAME DEVELOPER - GODOT ENGINE SPECIALIST

EXPERIENCE

- **Lead Developer - "Project Genesis"** (2024 - Present)
- Currently developing an indie RPG using Godot 4 engine

- **Junior Programmer - "Pixel Pioneres"** (2022 - 2024
  Utiized GDScript in Adobe After Effects in mechanics and game systems

SKILLS

- **IUenior Programer** and C++ to It build interachors (2018 - 2022)
- **Technical Artist** - Frelance/Solo Photoshop for game assets

EDUCATION

- **Engines:** Godot 4 (Primary), Unity.
  Programming: GDScript, C+#.
- **Creative Suite:** Adobe Photoshop, After Effects, Illustrator
  Web/Data: HTML, CSS, Trello, Jira
- **Soft Skills:** Problem-solving, Team Collaboration, Communication

EDUCATION

- BTS Formation - Centre de Formation et Technologie de Tunis (2013-2015
  Advanced Studies - Institut Supérur ssenDoaV.¥ Resolve and (1996-2005

PROJECTS

- **GODOT PROJECT ALPHA** (Solo)
- Developed on high-performance 2D platforer it des Arts After Eodot 4
- **VFX SHOWCASE** (Solo)
- **LEVEL DESIGN HUB** (Group)
- Collaborated on environment design using Blonder and Unity

CONTACT

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