

Hello ,

I am a Software Engineer and Game Developer with 5 years of professional experience. I am a Fulbright alumni ,

graduated from Worcester Polytechnic Institute with a Master of Sciences in Interactive Media and Game Development.

I try to mix my gaming knowledge, my engineering and programming background as well as my artistic skills to create unique and memorable interactive experiences on unity 3d.

Right now I am working remotely for an American company on a 4 years old project that is about to rival clash royal.

I Master Solid programming principles and write reusable extendable code.

I Speak French, English and Arabic Fluently.

PS: I applied for Express Entry in January , you wouldn't have to pay for that in case I am accepted.

My Unity Connect : <https://connect.unity.com/u/abdelaziz-ben-yahia>

My Portfolio: <https://abdelazizbenyahia.wordpress.com/>

My LinkedIn: <https://www.linkedin.com/in/abdelazizbenyahia/>

Published PC Game/console:

Universim (Steam 200 000 copies sold) : <https://steamspy.com/app/352720>

DogFight (not published yet) :<http://dogfight.petricoregames.com/>

Published Mobile games:

LeapAHead :

<https://play.google.com/store/apps/details?id=com.MassDiGl.LeanAHead&hl=en&pageId=none>

BatteryBoy : <http://petricoregames.com/games/batteryboy/>

MindTheArrow:

<https://itunes.apple.com/us/app/mind-the-arrowmatch-the-dots/id1003871458?mt=8>

Gelato Flicker: <https://itunes.apple.com/us/app/gelatoflicker/id1040605877?mt=8>

Sincerely,

Abdelaziz Ben Yahia