ALAN HANAFI

59 rue de Saint-Amand, Lille, France 59800

+33 6 67 89 89 04|alanhanafidev@gmail.com | Portfolio | Github l Linkedin

RELEVANT SKILLS

- **Technical Proficiencies: C#**, C++, Python, C, Java, Qt, **Unity**, Unreal Engine 5, **Git**, **Jira**, Unity JOBS, SQL, AGILE, Fishnet
- **Industry Knowledge:** Project management, AI/ML, Client/Server architecture, Asynchronous code, Tools
- **Languages:** French (native), English (bilingual)

EXPERIENCE

Game developer   12/2024 - Present
Self-employed   Lille, France
- **Creating** a 2D platformer auto battler in **Unity** to develop my own game.
- Exploring the **game design** aspect of game development as well as 2D **procedural level design**.
- Conducting research on the **marketability of Indie games** and creating plans to implement these strategies.

Gameplay, multiplayer and tools developer   02/2022 - 12/2024
Gemelli Games   Paris, France
- **Designed and implemented** the core gameplay architecture for a **1v1 turn-based RPG**, including character progression, turn order management, and combat mechanics, resulting in a balanced and engaging player experience.
- **Developed AI behavior trees** for all **13 heroes** and contributed to a **stockfish-like competitive AI** by creating a detached game engine, enabling rapid AI iteration with game instances loaded from JSON files.
- Benchmarked the best networking solution for **Unity** and made the complete **multiplayer architecture** from scratch using **Fishnet**.
- **Created a visual state machine tool** for designers to develop tutorials and PVE levels efficiently, streamlining content creation.
- **Periodically polished and debugged** the game for playtests resulting in **90%+ positive** reviews on steam during early access.
- **Implemented a ranking system** using the **Glicko2 algorithm** and integrated **Playfab** for data management, ensuring accurate matchmaking and competitive balance.
- **Led team meetings** discussing game direction and fulfilling team needs by designing new features such as **Sandbox mode** to facilitate rapid and efficient communication between **different departments (artists, designers, devs and QA).**

Professional League of Legends player   12/2021 – 09/2022
Lille Esport   Lille, France
- **Achieved 2nd place** in the **French Div2 League** out of 10 teams, demonstrating strong competitive and strategic performance.
- Reached the **top 300** of players in the ranked queue of the EUW server, placing me at the **top 0.01%** of the player base.
- **Recognized as MVP** in multiple matches, leading to post-game interviews and increased visibility within the gaming community.

Mobile Hyper casual Gameplay developer   08/2021 – 02/2022
Ethereal Games   Evry, France
- **Developed multiple prototypes** of hyper-casual mobile games in Unity, rapidly iterating concepts to explore market viability.
- **Analyzed player data and trends** to refine gameplay mechanics, enhancing engagement and retention rates.
- **Optimized game performance** using Unity's profiler, ensuring smooth gameplay and improved efficiency on mobile devices.

VR Serious Game developer   06/2020 – 09/2020
Luxant Innovation   Lille, France
- **Developed a VR serious game independently** on Oculus Quest to train security agents for boarding procedures, preparing them for real-life scenarios.
- **Self-taught and expanded expertise** in **Unity and VR development** by proactively engaging with online resources and tutorials.
- **Designed and implemented custom gameplay mechanics**, including a fully interactive fire extinguisher, modeled in **Blender**.

EDUCATION

ENSIIE Engineering School   **Evry, France**
Master of computer engineering; Major in video games and virtual interactions   **2018 - 2022**

Lycée Henri Wallon   **Valenciennes, France**
Intensive preparation courses for the entrance exams to top French Engineering schools   **2016-2018**