Ilyass Sofi

Game Programmer

About

I mostly focus on Gameplay, User interface, Artificial Inteligence and Tools development.

I have always been fond of the gaming industry since I grew up playing, so in my late teens I started chasing my dreams.

Making games is my passion and I'm glad I found people that shared it, making me collaborate with multiple teams and create wonderful experiences.

Contact

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in https://bit.ly/2Tl1NRs

🏠 Madrid, Spain

🌐 https://daurek.github.io/

Personal

Date of Birth	30 - 09 - 1996
Nationality	Spanish, Moroccan
Language	Spanish, English, French and Arabic

Experience and Achievements

2018

Cult of Runes | Showcase in the Fun&Serious Bilbao Game Exhibition

Lead Programmer

2017

EA | Games such as FIFA® 18, StarWars® Battlefront II, Battlefield® V, Need for Speed® Payback and more

Certificate and Compliance Tester

The Whisper of Truth | Winner of the ESNE Hackaton [GameJam]

Programmer

2016

Moonlight Sonata | Release into the Android PlayStore

Programmer

Education

2000

French Lyceum of Madrid [LFM] . Spain

2014

Engineering National School of Brest [ENIB] . France

2015

Game Development degree focused on Programming [ESNE] . Spain

2019

Skills

Fields

Gameplay	
Interface	
AI	
Tools	
Game Tester	

Languages

C#	
C++	
**GLSL	OPENGL**	
Javascript	
Java	

Engines

Unity	
Unreal	
**Gamemaker	Construct**	