



Ilyass Sofi

Game Programmer

About

I mostly focus on Gameplay, User interface, Artificial Intelligence 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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 <https://bit.ly/2T1NRs>

 Madrid, Spain

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



Languages



Engines

