HAITAM GRISSEN
Unity3D Developer

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EXPERIENCE

EON Reality
2020/02 – 2020/12

VR/AR Developer

During this training, I discovered VR/AR using Unity3D and I learn Prototyping, Coding, UI, Modeling, 3D Animation, VR/AR deployment.

PROJECTS

OCP Maintenance VR Training

I made and deploy a project for OCP SA, This Project is a VR training for OCP employees that going to simulate their working environment and train them virtually.

Preview : https://github.com/amzilayoub/ft_server

3D Plateformer

I made a game where I made:
- precise and versatile character controller using C#.
- Studio Ghibli like shader using HLSL, Unity shader graph

Live Preview : http://oyaji.me/works/mvcApp/

Source Code : https://github.com/amzilayoub/E-Commerce-MVC-App

Hypercasual Game

I made a stickman hook clone from scratch.

Live Preview : http://oyaji.me/works/confV2/

Source Code : https://github.com/amzilayoub/Confession-App-V2-Laravel-5.7

EDUCATION

2019 - Present

Information Technology Architect @ 1337 (42 NETWORK)

2017 - 2018

Bachelor Degree in Radiology / Radiotherapy / Radioprotection @ ISSS

2015 - 2017

Diploma of Senior Technician in Electromechanical and Automated systems @ Lycee Technique Settat

LANGUAGES

- ENGLISH (American access program)
- FRENCH (Second Language)
- ARABIC (Native Language)

AWARDS

The first place in American access program in Khouribga 2014 Morocco

VOLUNTEERING

- Leader of Game development club in 1337.
- Extracurricular charity activities

SKILLS

C – C++ - C# - JavaScript – HTML – CSS – Unity3D – Unreal Engine – Blender – 3DS MAX – Photoshop – Concept Art & Character Design