



# HAITAM GRISSSEN

## Software Engineer

### CONTACT

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### EDUCATION

DIGITAL ARCHITECT  
computer science

1337 | 42 NETWORK school  
2019 - current  
benguerir, morocco

VR | AT expert Certification  
Mixed Reality Tech  
EON Reality  
2020 - 2021  
benguerir, morocco

superior technician degree  
Electromechanics and automated  
systems  
BTS  
2015 - 2017  
Settat, morocco

### SKILLS

### CAREER OBJECTIVE

I'm a software engineer with 3 years of experience. I have high proficiency in some of the following fields: web development, Game development, computer graphics, electromechanics and automated systems. I seek to establish a full time career as a proficient Digital systems architect. As someone who understands software architectures well i am ready to combine a sense of creativity with software development.

### WORK EXPERIENCE

#### Front-End Developer internship

Joodek

January 2022 - June 2022 / Remote

- Assisted the development team to maintain the main website, participated in brainstorming ideation process for the implementation of new features.
- Implemented frontend technical solutions to meet project requirements for various pages
- Optimized the pages for both web and mobile app.
- Assisted with information gathering and data entry, Coded, tested, debugged and documented REST APIs.

#### Augmented reality developer

OCP maintenance solutions

January 2020 - January 2021 / Benguerir, morocco

- built from initial concepts to final product 2 augmented reality application using unity and AR Core.
- Coded, tested, debugged, documented and implemented the applications.
- Wrote unit tests in unity3d. This made products 100% bug free.
- Trained more than 100 new maintenance employees on the applications.

#### Unity Developer

freelance

September 2018 - October 2019 / remote

Html, Css, Javascript, React, C, C#,  
C++, Embedded systems, GIT,  
Arduino, Unity3D, Linux and Bash  
scripting, Node.js, Docker, REST API,  
Networking, Agile, scrum, DevOps

- Created free-to-play hyper casual games with in-game purchases, generating \$500k in annual revenue across multiple platforms.
- Balanced gameplay risks and rewards to keep players interested and playing.
- Diversified game experiences by designing special seasonal events, giving players new reasons to stay connected.
- Spearheaded art development, from initial concepts through computer renderings and final implementation.

## Electromechanics technician internship

OCP groupe

June 2016 - August 2016 / Khouribga, morocco

- troubleshooting and assisting in the repair of CNC Equipment, Hydraulic and Pneumatic Equipment, Automation Equipment and report to the Maintenance and Electronics Supervisor.

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