

Haitam GRISSEN

UNITY DEVELOPER

Haitam grissen

325 BLOC 15 HAY RYAD
KHOURIBGA

Phone number : +212621795533

Email : haitamgrissen@gmail.com

Website : <https://haitamgrissen.github.io/>

Skills

Game mechanics and systems Developer, procedural generation, Shaders, VR/AR apps.

Experience

VR/AR Developer/ ocp

March 2020 / December 2020

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/haitamgrissen/VR_Training

3D Platformer

2020

I made a game :

- precise and versatile character controller using C#.
- Studio Ghibli like shader using HLSL, Unity shader graph

Preview :

https://github.com/haitamgrissen/kinematic_character_controller

Hyper Casual Game

2019

I made a stickman hook clone from scratch.

Preview https://github.com/haitamgrissen/Hook_Swing

Education

1337 (42 Network) / Digital architect

October 2019 / present

Information Technology Architect @ 1337 (42 NETWORK).

BTS / Senior Technician in Electromechanical and Automated

systems

October 2017 - july 2019, settat

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

Awards

- Leader of Game development club in 1337.

- Extracurricular charity activities.