

YUCEF LANACER

Montreal, Canada · lanacer.youcef.sds40@gmail.com · Portfolio: <https://slv88.github.io/ylan.github.io>

SKILLS

Programming Languages: C++, C#, JavaScript
Game Engines: Unity, Unreal Engine
Gameplay and AI: Main character mechanics, Camera Systems, NPC Behaviors, Environment Designs
Design: Photoshop, Blender, Aseprite
Version Control Systems: Git, Github

EXPERIENCE

BrokenJars Interactive

Game Programmer

Remote

Oct 2023 - Apr 2024

- Collaborated with designers and artists to implement game mechanics and optimize gameplay systems using C# and C++.
- Participated in agile development process, utilizing Git for version control and team collaboration.

Sonatrach

CAD Technician

Hassi Messaoud, Algeria

Jan 2024 - Feb 2024

- Modified Civil 3D plans, maintaining a strong on detail to meet project specifications.
- Organized measurement data in Excel to support project documentation and analysis.

Upwork

Freelance

Remote

Feb 2024 - Present

- Adjusted animation sequences in games to enhance fluidity and player experience.
- Created and animated pixel art characters with precise attention to detail and texture optimization.

PROJECTS

Detonation Dash

I developed a 2D top-down PC game where players control a car on a floating island, collecting keys before the time runs out. I implemented basic features and performed testing to ensure smooth gameplay and a responsive UI for tracking collected keys and player health.

Nebula Power

I created a classic pixel game in Unity where players control a spaceship that battles enemies and bosses through waves. The game features fireball mechanics and a simple, immersive user interface designed for both Android and PC.

Line Follower Arduino Car

Development of a line-following autonomous car using Arduino and IR sensors for navigation. The project implemented an ultrasonic sensor for distance measurement and obstacle detection, allowing the car to navigate efficiently. Integrated DC motors and motor drivers facilitated efficient movement control.

CERTIFICATES

Unity Junior Programmer

I learned fundamental skills in C# programming and game development, including debugging and optimization techniques.

Unity

May 2024

Foundational C# With Microsoft

I took a course covering C# fundamentals and hands-on projects, improving my programming skills for game development.

Microsoft / FreeCodeCamp

Jan 2024

EDUCATION

University of Mentouri

Bachelor Computer and Automation Engineering

Constantine, Algeria

Nov. 2020 - Jul. 2023

Developed strong programming skills in C++ and C with a focus on software systems, automation, and real-time problem-solving. Gained hands-on experience designing and debugging projects involving embedded systems, sensor integration, and control algorithms, which built a solid foundation for software and game development.