

PROFILE

Passionate about harnessing technology to create unique digital experiences.


Enthusiastic developer with a talent for bringing creative ideas to life.


Eager to contribute to innovative projects and thrive in the dynamic realm of technology.

Portfolio Page

<https://vrayzix.github.io>

CONTACT ME

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LANACER YOUCEF

Game Developer

➤ EXPERIENCE

- **BrokenJars Interactive, gameplay programmer**
As a gameplay programmer, my role was implementing different game ideas and mechanics provided by my team.
- **Upwork, Freelancer**
As a freelancer at Upwork, I offer my clients many services, including: Unity 2D Game Development, Pixel Art Creation and Animation, Optimizing game performance...

➤ PROJECTS

- **Detonation Dash**
Developed a 2D Unity Top-Down game for PC devices. Used Unity's C# scripting language to implement game mechanics, such as player movement, UI, Sounds Management, and so on.. Created pixel art assets for the player, environments, items, key art...
- **Line Follower Arduino Car**
Designed and built a line follower robot car using an Arduino microcontroller. Integrated two infrared sensors to detect the line. Used driver motors to control the robot, enabling it to follow the line.

➤ SKILLS

- Unity,Unreal Engine
- C#, C++
- Design(Photoshop,Blender,Autodesk)
- Git/Github
- Microsoft Office
- Solving problems
- Creativity
- Communication

➤ CERTIFICATES

FOUNDATIONAL C# WITH MICROSOFT

A certification i earned by completing the Microsoft/freeCodeCamp course, it covers the fundamental of C# including variables, datatypes, control structures, object-oriented programming principles, debugging and exeptions handling...With projects.

BACHELOR OF ELECTRICAL ENGINEER (AUTOMATION AND CONTROL ENGINEERING)

University Of Mentouri

During my degree, I learned programming languages which include C, C++, and MATLAB, as well as computer concepts like data structures, algorithms,...