

AYOUB GHARBI

- Address: Toronto, Canada • Contact: +1 (647) 685 4530
 - Email Address: contact@ayoub-gharbi.org
-

KEY QUALIFICATIONS

Experienced game programmer with a background in mobile development and around 6 years of experience with aptitude for solving problems.

Highly organized, self-motivated and proficient in guiding product cycles from conception to completion.

Able to stay comfortable with ambiguity and remain calm in the face of the unexpected.

PROFESSIONAL EXPERIENCE

TRU LUV, Canada

Jan 2021 – Present

Generalist Programmer

- Creating tools that improve workflows in co-creation with artists, designers and programmers.
- Collaborating with Directors, Leads and Stakeholders to plan and schedule tasks.
- Writing documentation to ensure a smooth and easy knowledge transfer.
- Offering technical solutions to design ideas within the constraints of our current framework.
- Debugging and optimizing existing systems.
- Applying my expertise to speed up workflow integration within Unity.

NukedCockroach, Tunisia

Oct 2016 – Dec 2020

Multimedia Developer

- Designing and implementing UI features.
- Developing Unity3d tools and frameworks to aid in artists workflow and future test updates.
- Developing character customization (client-side and server-side).
- Adding Joystick support.
- Updating the database architecture upon adding several features to the game.
- Implementing analytics.
- Supervising a group of programmers.

Key Accomplishments

- Secured a user-friendly solution and better gameplay experience.
 - Meeting the company's timeline to allow heavy tests to be done in time.
 - Help adjusting the game strategy to the players' need.
-

360medlink, Canada

Oct 2017 - Nov 2018

Part-time Unity3d Developer [Freelance / Remotely]

- Developing tools, interfaces, animations.
 - Working on JSON files manipulation and client-server communication.
 - Developing the gameplay and dynamic content integration.
 - Integrating 3rd party APIs (e.g. Amazon S3 Buckets, Firebase.)
 - Helping to estimate and coordinate sprint tasks and work with cross functional team
 - Educating and updating clients on regulatory changes affecting work-flow and technology
-

Saudi Telecom Company, Kingdom of Saudi Arabia

2015 - 2016

Developer, Participant [Entrepreneurship Boot camp]

- Received mentor-ship from leading Silicon Valley consultants
- Developed a concept of a video game including design document, art direction and development plan

Key Accomplishments

- First place in INSPIREU first edition program
 - Venture Exchange with Korean companies in Seoul
-

Kritzelkratz GmbH, Germany

2014 - 2015

Game and Tools Developer [Internship]

- Developed realistic shaders
- Implemented Artificial Intelligence driving cars
- Integrated the VR component

Key Accomplishments

- Presented the application in front of Volkswagen team
 - The company signed a contract with Audi
-

Tunisian Game Developers Association, Tunisia

2013 - 2014

President

- Game Development training sessions
- Organizing local and international game development events (e.g. GGJ)

Key Accomplishments

- Brought game development to Tunisia and supported the opening of new local studios
 - Brought international interest to the Tunisian industry
-

International Federation of Multimedia Association, China

November 2013

Game Developer, Participant

- Teamed up with young African and Chinese talents to build a video game
- Facilitated knowledge and cultural exchange
- Was advised by a senior graphics programmer from WB Games Montreal

Key Accomplishments

- Developed a game in one week
 - Networked with professionals
-

EDUCATION

E.S.P.R.I.T – Software Engineering (Mobile Development Background)

2013 – 2015

TECHNICAL SKILLS

- | | |
|----------------|----------------------|
| - C# / Unity3D | - Shader Programming |
| - C++ / OpenGL | - Tools Programming |
-

SOFT SKILLS

- | | |
|--------------------|--------------------------------|
| - Leadership | - Creative problem solving |
| - Details Oriented | - Fluent in French and English |
-