

AYOUB GHARBI

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SUMMARY

Experienced game programmer specializing in mobile development, with a history of successfully solving complex problems. Adept at managing projects from start to finish, maintaining organization and motivation. Demonstrates strong leadership qualities and attention to detail. Fluent in both French and English.

PROFESSIONAL EXPERIENCE

Sago Mini, Canada

Jun 2023 – Present

Unity Product Developer

TRU LUV, Canada

Jan 2021 – May 2023

Generalist Programmer

- Streamlined workflows and increased efficiency by creating custom Unity 3D tools for automation.
 - Hosted workshops for programmers on Unity 3D development and tool usage.
 - Provided technical solutions for the design team, ensuring effective implementation of ideas within the current framework.
 - Created a tool using VB .NET to generate thousands of lines of content in seconds for flow automation.
 - Diagnosed and resolved system issues for optimal performance and user experience.
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NukedCockroach, Tunisia

2016 – 2020

Multimedia Developer

- Designed and implemented UI features for improved user experience.
- Developed Unity3D tools and frameworks to aid in artists' workflow and future test updates.
- Created character customization features (client-side and server-side).
- Added joystick support and updated database architecture.
- Implemented analytics and supervised a team of programmers.

Saudi Telecom Company, Kingdom of Saudi Arabia

2015 - 2016

Developer, Participant [Entrepreneurship Boot camp]

- Developed a video game concept, including design document, art direction, and development plan.
 - Presented concept to judges, winning first place in the INSPIREU first edition program.
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Kritzelkratz GmbH, Germany

2014 - 2015

Game and Tools Developer [Internship]

- Developed realistic shaders for enhanced visual experiences.
 - Implemented AI driving cars for improved game mechanics.
 - Integrated VR components and secured a contract with Audi.
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Tunisian Game Developers Association, Tunisia

2013 - 2014

President

- Hosted game development training sessions and organized local/international events, including Global Game Jam (GGJ).
 - Spearheaded industry growth in Tunisia by supporting the opening of new local studios.
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International Federation of Multimedia Association, China

November 2013

Game Developer, Participant

- Collaborated to build a video game within a tight timeframe.
 - Facilitated knowledge and cultural exchange among team members.
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EDUCATION

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

2012 - 2015

I.S.I – Senior Technician

2009 - 2012

Verified International Academic Qualifications



TECHNICAL SKILLS

- C# / .NET
- Unity
- Git
- Database
- JSON
- Client/Server