

AYOUB GHARBI

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SUMMARY

Experienced Game Developer with a background in mobile development and 5 years of experience with aptitude for solving problems. Highly organized, self-motivated and proficient in guiding product cycle from conception to completion.

PROFESSIONAL EXPERIENCE

NukedCockroach, Tunisia

Oct 2016 - Present

Senior Game Developer

- Designed and implemented UI features.
- Adapted tools and frameworks to aid in artists' workflow and future test updates.
- Brought character customization to life! (client/server).
- Developed Systems Architectures (inputs, abilities, etc.).
- Remodeled database architecture upon adding several features to the game.
- Supervised a group of programmers.

Key Accomplishments

- Secured a user-friendly solution and better gameplay experience.
 - Met the company's timeline to allow heavy tests in time.
 - Helped adjusting the game strategy to players' needs.
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360medlink, Canada

Oct 2017 - Nov 2018

Part-time Unity3d Developer [Freelance / Remotely]

- Developed tools, interfaces, animations.
 - Worked on JSON files manipulation and client-server communication.
 - Developed game play and dynamic content integration.
 - Integrated 3rd party APIs (e.g., Amazon S3 Buckets, Firebase.)
 - Helped estimating and coordinating sprint tasks and work with cross-functional teams.
 - Negotiated and updated clients on regulatory changes affecting workflow and technology.
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Saudi Telecom Company, Kingdom of Saudi Arabia

2015 - 2016

Developer, Participant [Entrepreneurship Boot camp]

- Received mentor-ship from leading Silicon Valley consultants.
- Developed video game's concept (design document, art direction, and development plan).

Key Accomplishments

- First place in INSPIREU first edition program.
 - Venture Exchange with Korean companies in Seoul.
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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 product in front of Volkswagen team.
 - Negotiated contracts with Audi.
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Tunisian Game Developers Association, Tunisia

2013 - 2014

President

- Delivering 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.
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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.
- Advised by a senior graphics programmer from WB Games Montreal.

Key Accomplishments

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

E.S.P.R.I.T – Software Engineering

(Mobile Development Background)

2012 – 2015

TECHNICAL SKILLS

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| - C# / Unity3D | - C++ / OpenGL |
| - Java / Android | - Shaders |
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SPECIAL SKILLS

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| - Leadership | - Hard worker |
| - Time management | - Creative problem solving |
| - Team player | - Active blogger |
| - Details Oriented | - Fluent in French and English |
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