

# AYOUB GHARBI

- Address: Ariana, Tunisia • Contact: 00216 94 126 420
  - Email Address: [contact@ayoub-gharbi.org](mailto:contact@ayoub-gharbi.org)
  - Website: [ayoub-gharbi.org](http://ayoub-gharbi.org)
- 

## KEY QUALIFICATIONS

- Over 5 years of varied experience using Unity3d.
  - Proven ability to handle multiple, competing priorities effectively.
  - Clear communication and team spirit creation abilities combined with a willingness to mentor others on good problem-solving skills.
- 

## PROFESSIONAL EXPERIENCE

### NukedCockroach, Tunisia

Oct 2016 - Present

#### Senior Game Developer

- Designing and implementing UI features.
- Developing tools and frameworks to aid in artists' workflow and future test updates.
- Developing character customization (client/server).
- Developing Systems Architectures (inputs, abilities, etc.).
- 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 to adjust the game strategy to players' needs.
- 

### 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 game play and dynamic content integration.
- Integrating 3<sup>rd</sup> party APIs (e.g., Amazon S3 Buckets, Firebase.)
- Helping to estimate and coordinate sprint tasks and work with cross-functional teams.
- Educating and updating clients on regulatory changes affecting workflow 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 the Volkswagen team.
  - The company signed a contract with Audi.
- 

## **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.
- 

## **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.

---

## **EDUCATION**

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

2013 – 2015

---

## **TECHNICAL SKILLS**

- C# / Unity3D
  - C++
  - Java / Android
  - Opengl / Shaderlab
- 

## **SPECIAL SKILLS**

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