

# AYOUB LAISSAOU GAME PROGRAMMER/ DEVELOPER

## CONTACT

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## REFERENCES

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## ABOUT ME

I am a game developer and programmer with excellent transferable and interpersonal skills, backed with valuable life experiences. I do have strong abilities in programming but also experience in 3D modelling. I am seeking a graduate scheme or Junior position within a busy fast-paced environment where existing skills will be utilised to the full and new skills and experiences gained.

## EDUCATION

### UNIVERSITY OF WESTMINSTER, LONDON

2016 - 2020 | 1st - Computer Science For Games Development

### BARKING AND DAGENHAM COLLEGE, LONDON

2015 - 2016 | Distinction - Access to Higher Education Diploma

## EXPERIENCE

### 2020 - Present Junior Unity Developer Programmer / Developer

Worked and collaborated with a small team on different simulations in VR targeted to be used to train nurses on the procedures required at hospitals.

I was responsible of coding algorithms that met the desired behaviour, resolving and debugging issues with existing block of codes and/or re-implement the desired code in a more efficient manner keeping the consistency within the projects.

Multiple times I had to edit existing models in the project in a way that satisfied the required use and meet the conditions specified in the associated code.

### 2018 - 2019 XRLab Student Helper Developer

Working on different project related to the lab, responsible for developing required 3D Models or editing and fixing existing ones, responsible for light and post-processing in the scene. Welcoming students in the lab and assist them with the use of the equipment and resolve any issues regarding the malfunction of the tool. Provide and support workflows for specific defined task in VR.

### 2018 - 2019 Games Academy Ambassador

Assisting student from different colleges in the development of a game on their choice, assisting them in coding and achieving the desired behaviour, debug and resolve any problem with the project.

## TECHNICAL SKILLS



## INTEREST / ADDITIONAL SKILLS

Languages: English (fluent), Italian (native), Arabic (Intermediate).

PlayStation (all Consoles), PC, Handled Consoles, Classics:

- Enjoying keep up to date with releases, but also enjoy playing previous titles, to analyse the improvements in mechanics and game-play.

Reading about technology in monthly magazines such as:

- PlayStation Official Magazine UK.
- GamesMaster.
- Technology Review.