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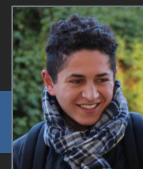
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Portfolio : www.samyanisbenachi.com

Samy-Anis Benachi

Experienced Unity Developer



Entrepreneurial french results-driven unity developer with nearly **4 years of experience as a freelancer** looking for a **remote Unity Developer role**.

Experienced in C# / Unity / VR, I have a passion for games, serious games and VR oriented applications.

EDUCATION



Polytech Angers, France

Software Engineering School

2015 - 2020

Master of Computer Science & Programming.

Coursework : Data Structure - Design pattern - Project management - Modelling technique

- Algorithm - Software engineering - Database administration - VR - AR - Multimodality & Haptic interaction - Animation & behaviour simulation

SKILLS



Expertise : C# - Unity - VR - Java - Object oriented design. English : TOEIC Score : 945 (C1)

Familiar : C++ - Unreal Engine - AI - Python - Android - C - MySQL - OpenGL - Blender - Git / Agile method - Optimisation / Animation - UI - 3D - SFX

Soft skills : Teamwork - Team leading - Collaboration - Communication - Time management - Empathy - Strategic thinking - Creativity - Autonomy

EMPLOYMENT



Software Engineer, Intern

Employee Onboarding VR (Paris)

05/2019 - 09/2019

- Developed an interactive VR employee integration software, **generating £50k in revenue** to date, from design through test to integration.
- **Reduced the 360° space implementation time by 30%** by developing a software to create 360° environments and insert interactive hotspots.
- **Increased sales by 5%** by implementing a feature to store the results obtained by the user in a SQL database.
- Translated design specification into **bug-free functional features** according to coding conventions (name assignment, language directive, etc.)

Keywords : C# - Database - 360° rendering - WebGL - VR. Tools : Unity / phpMyAdmin / Oculus Go / Oculus Quest

Project leader & Developer, Intern

Multiplayer Escape Game VR (New York)

05/2018 - 08/2018

- Developed a multiplayer VR Escape game by **leading a team of 7 software developers** interns. Implemented controllers using **hand tracking**.
- **Increased productivity by 12.5%** by reducing the time to complete daily tasks **by 1 hour/day** by managing work organisation within the team.
- **Enhanced the challenging aspect of the game by 30%*** by linking the 6 rooms of the escape game through VR puzzles and mini-games.

Keywords : C# - Gameplay - Rendering - VR. Tools : Unity / Git / Trello / HTC-Vive / Leap Motion / RealSense camera

PROJECTS



Portfolio showcasing my various projects : www.samyanisbenachi.com

Project leader & Game Developer

Multiplayer Game VR

09/2019 - 01/2020

- Developed a multiplayer dungeon defender 3D VR game. **Formed a team of programmers** to work with me on this personal project idea.
- **Supervised a team of 4 software developers** and led weekly discussions to brainstorm software development ideas and monitor progress.
- Built efficient and reusable source code. **Improved player experience by 80%*** by implementing well-designed weapons and combat system.

Keywords : C# - Gameplay - 3D environment - Optimization - Rendering - VR. Tools : Unity / Blender / Oculus Rift S

Software Engineer

Healthcare training : Hospital VR

11/2018 - 05/2019

- Developed a **VR critical care unit serious game** to train health professionals by simulating the tasks they are required to perform.
- **Increased feeling of immersion for the player by 70%*** by implementing a dialogue system with an AI nurse using voice recognition.
- Cooperated with designers, programmers, doctors and testers from **Canada** to bring suggestions from an idea to a released feature.
- **Reduced meetings time by 25%** by preparing detailed reports on project specifications and activities.

Keywords : C# - AI - Voice recognition - Data parsing - 3D Modelling - VR. Tools : Unity / Blender / Git / phpMyAdmin / Oculus Rift

Software Engineer

Risk serious game : Factory VR

09/18 - 12/2018

- Reworked in autonomy a **serious game**, aiming to train workers in risk prevention, implementing an instructive and gamified experience.
- **Reduced the speed of execution by 15%** by reworking an old project code architecture while implementing, and then implemented VR.

Keywords : C# - Serious game - Performance improvement - Gamification - VR. Tools : Unity / Trello / Oculus Rift S

Software Engineer

Tourism Application VR

01/18 - 04/2018

- Developed a tourist VR experience to travel through China using 360° videos. Implemented VR interactions to gamify the experience.
- **Improved the user-experience by 40%*** by implementing a user-friendly interface using ray-casting.
- Showcased and explained the application to about **600 guests in 2 days** at a trade show and received more than **90% positive feedback**.

Keywords : C# - Project optimisation - Immersion - UI - VR. Tools : Unity / Adobe Premiere Pro / Trello / Oculus Go

* Calculated from user surveys, before and after the feature implementation.