



07 305 116 308

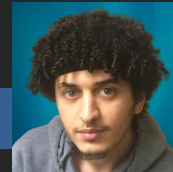
samy.benachi@gmail.com

46 Herondale Rd, Birmingham, UK

Portfolio : www.samyanisbenachi.com

Samy-Anis Benachi

Experienced Game Developer



Entrepreneurial French results-driven game developer with 6 years of experience as a freelancer and developer.

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

Looking for a Remote Developer role.

EDUCATION

Polytech Angers, France

Software Engineering School

2015 - 2020

Engineering degree of Computer Science & Programming

Coursework : OOP - Data Structure - Design pattern - Project management - Modeling - Algorithm - Database administration - VR - AR - Haptic - Animation - Simulation

SKILLS

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

Familiar : C++ - Unreal Engine - AI - Python - Photon - C - MySQL - OpenGL - Blender - Git - Trello / Agile - Optimization / Animation - UI - 3D - SFX

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

EMPLOYMENT

Gameplay Engineer

Netspeak Games : Sunshine Days

01/2022 - 07/2022

- Developed a **published** "Animal Crossing"-style **mobile MMO** on Unreal Engine : Sunshine Days (Google Play Store - Apple Store)
- Collaborate closely with Technical Designers, Game Designers and Software Engineers to build out **multiplayer gameplay experiences**
- Take gameplay features from concept to completion through iterative development (**Production plan, Technical plan, Code Review process**)
- Manage **priorities** efficiently and **communicate** clearly about any problems or blockers following **agile methodologies**
- Worked with Software Engineers to ensure **tooling, systems** and **libraries** are available to the team
- Worked with the Commercial team to **implement analytics** to measure the impact of features

Keywords : C++ - Blueprint - Multiplayer MMO . Tools : Unreal Engine / Slack / Jira / Miro / Git

Software Engineer - Freelance

Virtual Company MMO

06/2021 - 11/2021

- Developed a **MMO game** where members of the company could meet to **work together** during the **pandemic** period.
- Each **player can speak and gather** in different working environments, amphitheatres, meeting rooms, brainstorming rooms, to ease remote work situation.

Keywords : C# - MMO - Virtual working office. Tools : Unity / Git / Monday.com

Software Engineer

e-Learning Mobile Game

06/2020 - 06/2021

- Developed a **mobile e-learning game for Lloyds bank** to teach clients how to manage their money in a gamified way.
- Developed a serious game where learners can **practice their public speaking skills** by delivering a presentation in crowded theatres with a public who react to how they speak and whether they engage them through intonation in their voice and holding eye contact.
- Developed **fire safety training serious game** in a **company-customisable work environment**.

Keywords : C# - Gameplay - Bug tracking - Database - Mobile - VR. Tools : Unity / Git / Trello / Oculus Go / Oculus Quest

Software Engineer

Autonomous Vehicle Simulation (Leamington-Spa)

01/2020 - 06/2020

- **Modelling and simulation** to develop application libraries and tools using these models for **autonomous vehicles** training.
- Creation of 3D environments from real media via rFpro.

Keywords : C++ - Simulation - Modelling. Tools : rFpro / Dymola / MultiRun Tool / Modelica / 3DSMax / Git

Software Engineer, Intern

Employee Onboarding VR (Paris)

05/2019 - 09/2019

- Developed an interactive VR employee integration software, **generating £500k 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 / Trello / 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 depth camera

PROJECTS

Game Developer - Game Designer

Real-time Strategic Game : Multiplayer

2021

- Online **real-time strategic game** where players battles each other in a limited area with obstacles.
- Creation of **custom deck** of card spells **specific to each class** with actives and passives.

Keywords : C# - Photon - Gameplay. Tools : Unity / Photon / Git / Trello

Software Engineer

Factory Flow Simulation : Multiplayer VR

2021

- Developed a **Factory simulation** with 3 **production lines** with 6 stations each that could be used by **3 teams in parallel**.
- Each line allows to create a rocket trying to be as efficient as possible in the **work flow**. (From the line layout, work organisation, etc.)

Keywords : C# - Photon - Optimization - Rendering - VR. Tools : Unity / Photon / Git / Trello / Oculus Go / Oculus Quest

VR Software Developer

Supermarket VR

2020

- VR Supermarket experience to analyse **user behaviour** by collecting **experience data** (Trajectory, decision time, choice made, gaze direction, etc.)

Keywords : C# - Data Collection - 3D environment - VR. Tools : Unity / Trello / Oculus Rift

Game Developer

Platformer FPS Game

2020

- Developed a **3D FPS Platformer** game similar to Mario's graphical style in a FPS mode using **Blueprints and C++**.

Keywords : C++ - Blueprint - FPS - 3D environment. Tools : Unreal Engine / Git / Trello

Game Developer - Game Designer

Versus Loot-Race Game : Local Multiplayer

2020

- Developed a **3D local versus race game** where the players compete to collect loot while fighting to steal points from others.

Keywords : C# - Gameplay - Local Versus - 3D environment. Tools : Unity / Git / Trello

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

Software Developer

Healthcare training : Hospital VR

11/2018 - 05/2019

- Developed a **VR critical care unit serious game** from **Canada** 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.
- **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 / Trello / phpMyAdmin / Oculus Rift

Game Developer - Game Designer

Indie Adventure Game

2018

- Developed and designed a 3D adventure game where the player has to face monsters with **AI behaviour**.

Keywords : C# - AI - Gameplay - Fight system - Optimization - Animation - Rendering - Level design - UI. Tools : Unity / Trello

Software Developer

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 Developer

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