

SAMY-ANIS BENACHI

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"Results-driven Senior Software Engineer with a passion for innovation and teamwork."

Skills

- C# | .NET | Java | Python | C++ | C | JavaScript | Blueprint | Git | Agile | Scrum | Blender | OpenGL | AI | OOP | Photon | Network | Multiplayer
- Unity | Unreal Engine | VR | AR | Android | iOS | Design | Unit Testing | Frontend | MySQL | English / French / Arabic

Experience

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|---|------------------------|----------------|
| Senior SDK Software Engineer - UK / China, Shanghai | TikTok | 2022 - Current |
| <ul style="list-style-type: none">• Contributed to the Pico XR Porting Tool, streamlining SDK integration, and reducing app porting time from Quest to Pico by ≈70% via a one-click API.• Improved SDK resources by providing technical documentation, libraries, and releasing 5 advanced demos on GitHub for Pico developers worldwide.• Mentored TikTok engineers, ensuring their operational effectiveness within 1 week of joining the SDK team, streamlining integration into workflows.• Successfully resolved over 300 technical issues while integrating the Pico SDK for industry-leading titles within Unity and Unreal Engine. | | |
| Senior Simulation Engineer - USA, Silicon Valley | Remedy Robotics | 2021 - 2022 |
| <ul style="list-style-type: none">• Engineered a real-time surgical application for remote surgery using Python and Mujoco, reaching 100+ million individuals, and executing the world's first remote surgery from 12,000 km away (USA to Africa).• Achieved 95% fidelity in Python simulations, optimizing speed by 28% using Qhull, a computational geometry library, for convex collision detection.• Collaborated closely with medical experts in Silicon Valley to refine robotic simulation accuracy, enhancing the reliability of our surgical applications. | | |
| Senior Software Engineer - UK, London | LLoyds Bank | 2020 - 2021 |
| <ul style="list-style-type: none">• Led the development of Lloyds Bank's budgeting tool on Android/iOS, achieving 20% increase in user engagement by implementing financial analytics.• Developed a C# framework to manage language localization within the banking app, broadening the app's reach to 5+ million non-English-speaking users, driving a 30% surge in international user engagement.• Engineered user-friendly tutorial functionalities, achieving a 12% reduction in user-reported issues and boosting customer satisfaction scores by 7%. | | |
| Senior Software Engineer - UK, London | Netspeak | 2020 - 2021 |
| <ul style="list-style-type: none">• Developed Sunshine Days, a cross-platform multiplayer game on Unreal Engine, surpassing 2+ million downloads, utilizing C++ and Blueprints.• Spearheaded large-scale system designs, UI development, and critical code enhancements in collaboration with software engineer teams.• Led code reviews, improving overall code quality and reducing production issues by 23%, emphasizing on efficiency and coding standards. | | |
| Simulation Engineer - UK, London | Claytex | 2019 - 2020 |
| <ul style="list-style-type: none">• Engineered an advanced C++ simulation for Autonomous Vehicle Training, utilizing RFPro, Dymola, Modelica, and 3DSMax.• Optimized autonomous vehicle precision by 13% through computer vision AI on CCTV records, focusing on behavior in critical edge cases. | | |
| Lead Software Engineer - France, Paris | VR Academie | 2018 - 2019 |
| <ul style="list-style-type: none">• Led the development of the 360° Scene Editor, deployed on Oculus Go and WebGL using Unity, driving a 36% revenue surge to €1.5 million.• Revolutionized 360° content creation, cutting scenario creation time by 75%+. Used by Porsche and L'Oréal for virtual training and corporate events.• Enhanced sales by 12% through the implementation of a user-result storage feature in a SQL database using phpMyAdmin. | | |
| Lead Software Developer - USA, New-York | Winlab | 2017 - 2018 |
| <ul style="list-style-type: none">• Led a team of 7 developers to create a multiplayer VR Escape Game in Unity, integrating hand tracking with Leap Motion. | | |
| Software Developer - Canada, Quebec | UQAR Hospital | 2016 - 2017 |
| <ul style="list-style-type: none">• Created a VR Intensive Therapy Unit (ITU) serious-game featuring AI-based nurses and voice recognition in Unity using C#. | | |

Technical Talks

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| Keynote Speaker - UK, Spain, France, Germany | "Tiktok Campus Tour" | Oct 2023 |
| <ul style="list-style-type: none">• Delivered keynotes at 5 European Tiktok conferences, exploring cutting-edge mixed reality hardware applications to 500+ attendees. | | |
| Seminar Speaker - UK, USA | "PICO Dev Jam" | Sept 2023 |
| <ul style="list-style-type: none">• Led seminars on the PICO SDK at MIT, Stanford, and Oxford, receiving an average rating of 4.8/5 from audience evaluations. | | |
| Technical Showcase Leader - France | "International Tourism Festival" | May 2019 |
| <ul style="list-style-type: none">• Conducted a Technical Showcase Talk on VR Tourism over 2 days to 600+ professionals and enthusiasts, achieving a 94% positive feedback rate. | | |
| Trade Show Speaker - France | "Virtuality Paris" | Feb 2018 |
| <ul style="list-style-type: none">• Presented VR Academie's 360° scene editor, securing €500k in investments and earning the "Best Innovation Presentation" award. | | |

Education

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|---|-------------------|-------------|
| Polytechnique Engineering School - France, Angers | "Polytech" | 2015 - 2020 |
| <ul style="list-style-type: none">• Engineering degree of Computer Science & Programming : First Class Honour• OOP - Data Structure - Design pattern - Modeling - Algorithm - Database - VR - AR - Haptic - Simulation - Modeling - Machine learning. | | |