Lounissi Rayen
Game Developer

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📞 99 496 564

Turning Ideas into Reality, One Byte at a Time!

Work experience

Since November 2023

Top Rated Game Developer
UpWork

- Delivered tailored game development solutions for clients across diverse industries, including entertainment, education, and AR/VR.
- Managed the full development cycle, from concept and prototyping to deployment and post-release updates.
- Communicated directly with clients to gather requirements, provide regular progress updates, and ensure satisfaction with deliverables.

From September 2023 to July 2024

Game Developer
Masarat Riyadh, KSA

- Developed and delivered customized games and interactive experiences for a diverse range of clients using Unity and C#.
- Collaborated with clients to understand project requirements, ensuring timely delivery of high-quality solutions.
- Optimized code and assets to ensure smooth performance on various devices, including low-end hardware.

From January 2023 to July 2024

Game Developer
SheTech Studio UAE, Dubai

- Crafted innovative game mechanics, menus, and intricate systems, including Heart Rate Tracking and calorie tracking.
- Conducted rigorous testing and debugging to ensure seamless functionality and a smooth VR experience across devices.
- Optimized rendering and asset performance to achieve high frame rates and reduce latency for VR platforms.

From December 2022 to April 2023

Game Development Instructor
GOMYCODE Tunisia, Sousse

- Delivered comprehensive lessons on game development, covering Unity, C#, and industry-standard practices.
- Created and managed course materials, including interactive projects and assignments to enhance learning.
- Guided students in building games from concept to completion, ensuring understanding of key development workflows.

From April 2021 to August 2021

Game Developer
Jusoor Platform Amman, Jordan

- Designed and implemented virtual experiments for multidisciplinary subjects, ensuring rich, immersive, and educational content.
- Collaborated with educators and institutions to align simulations with curriculum requirements and learning objectives.
- Contributed to overcoming limitations in traditional education by integrating cutting-edge technology.

Links

- My website: https://lounissirayen.com/
- UpWork: Rayen L. - Unity 2D,3D/C# Developer
- GitHub: https://github.com/Sor3a
- LinkedIn: Lounissi Rayen | LinkedIn

Computer skills

C++, C#, Java

Unity

Git, GitHub

Languages

English

French

Arabic

Projects

3D Rendering Game Engine

- Designed and developed a custom 3D game engine using C++ and OpenGL.
- Demonstrated strong programming skills and proficiency in C++ and graphics programming.

11 DayZ

- Solely responsible for game design, programming, and visuals using Unity3D and C#.
- Implemented unique randomly generated word.

Samurai Fight

- Created a souls like boss fight game with Unity3D.
- Enhanced gameplay with a dynamic enemy state machine, ensuring responsive and immersive AI behavior in the boss fight game.