



Ramez Logane

VIDEO GAME BACHELOR

GADDOY.FR

Personal Bio

Coupling creativity and reflection is one of the many things that I enjoy about programming video games. Started the journey in 2016 with Bash, and now rolling with advanced C# with Unity!. Planned on working In Canada as a video game programmer.

Hard Skills

- English (Bilingual)
- Lua
- C#, C++ (ASP.Net)
- Git, Github
- MySQL WorkBench
- Unity (Scripting, Multiplayer)
- 3D Modeling (Blender)

Work Summary

Freelance at BeamNG.Drive

5 Months

- Worked with Lua on several game elements like traffic, Flowgraph
- Game design
- Brought out-of-the-box ideas

Internship in London

Future Engineering Recruitment ltd

2 Months

- Improve company's internal communication software with ASP.Net
- Analyze competitors' marketing approach.

CRM's Internship

2 Months

- Created CRM using Java (ORM Hibernate) to manage a camping site bookings, and its clientele.

Other

- Worked in Grocery Stores for 9 months (Summers and alongside studies)
- Other Internships : 6 months

Soft Skills

- Time and stress management
 - Lots of projects done with stricts deadlines
- Creativity
 - My projects
- Self-taught
 - Started learning video game programming way before joining a specific school
- Curiosity

Education

Bachelor of Video game

Lyon

2020-2021

- C# Lambda expressions, Reflection, Delegates, Design patterns etc. Multiplayer games
- Manage a team project

2 year Technical Degree of Web developer

Aurillac

2018 - 2020

- Database, Java, PHP, Networking.
- Computer Hardware, and physique networking.

Hobbies

- Reading (The maze runner, Hunger Games)
- Music (Excessively)
- Travelling
- Longboard

References

- Issy Mehmet
Future Engineering
Recruitment Ltd.
Company Director
issy@futureengineer.co.uk

Contact Me

logane.ramez@gmail.com

gadody.fr

(+33) 6 75 10 64 28