



# BADR MESKI

## SENIOR UNITY DEVELOPER

### ABOUT ME

As a fan of riddles and puzzles, I love to exercise my brain, challenge myself, and take on challenges. Programming allows me to fulfill myself daily and fuels my passion for continuous learning. Additionally, I have a certain affinity for graphic arts and ergonomics, which enables me to collaborate easily with design teams and thus enrich myself with skills essential to the success of my projects.

### SKILLS

- Unity
- C#, CPP
- Git
- Blender
- VR / AR
- HLSL / GLSL
- Python, JS
- iOS / Android
- English

### CONTACT

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92700 Colombes, France

## WORK EXPERIENCE

### SENIOR UNITY DEVELOPER

**Homo Ludens | Jan 2025 - Now**

- UI programmer
- Shader programmer
- Gameplay programmer

### UNITY DEVELOPER

**Opuscope | 2019 - 2024**

- Lead UI programmer
- Shader and Rendering programmer
- Coordination between Dev and Design teams

### FREELANCE UNITY DEVELOPER

**BriskiGames | 2016 - 2019**

- Gameplay and UI programming for 3 mobile games
- Integration of advertisements and tracking
- Submission to Apple and Google stores

### iOS & UNITY DEVELOPER

**Ubisoft | 2014 - 2015**

- Development of the Just Dance Controller companion app (iOS / Android / Windows Phone)
- Just Dance Now app's port to iPad

### iOS DEVELOPER

**Mobicrea | 2012 - 2014**

- IT consulting engagements: Lotsys
- Development of large-scale iOS applications such as Loto®, EuroMillions®, Parions Web®

## EDUCATION

### GOBELINS, L'ÉCOLE DE L'IMAGE

**2010 - 2011 | Professional Bachelor's degree in Creation and Digital Development Online**

### UNIVERSITY OF CERGY PONTOISE

**2009 - 2010 | Professional Bachelor's degree in Communication and Media**

### TOULOUSE-LAUTREC HIGHSCHOOL

**2007 - 2009 | Associate's Degree in Computer Management**

## HOBBIES

- Video Games
- Reading
- Climbing
- Escape Games