



BADR MESKI

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

CONTACT

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WORK EXPERIENCE

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

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 (Mobile Dev Agency) | 2012 - 2014

- IT consulting engagements:
- Various applications development

IOS DEVELOPER

LotSys | 2012 - 2013

- IT consulting engagements:
- 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 et Media

TOULOUSE-LAUTREC HIGHSCHOOL

2007 - 2009 | Associate's Degree in Computer Management

HOBBIES

- Video Games
- Reading
- Climbing
- Escape Games