SELIM BENNANI

Software Engineer - Game developer

Creative and disciplined, I am a young developer who wants to work in a field I am passionate about.

French - Born on 07/19/1993 - Driving licence

⸭ Work Experience

02/2020 - Now

Unity game developer at DragonBox - a Kahoot! company
- Improved a learning app used in many schools : gameplay, tool creation, refactoring, ...
- Released a game while being a part of all the steps of its creation
- Maintened and refactored several old games
- Have made applications more accessible for impaired users
- Produced analytics to monitor the apps
More details here 😈

10/2017 - 02/2019

Consulting engineer at Meritis, assignment at Société Générale
In the IT department of the Société Générale investment bank : revamp and performance improvement of a liquidity risk calculation application, ongoing maintenance of the application, production monitoring.

03/2017 - 09/2017

Internship as Full Stack developer at Version Net
Worked on numerous projects involving : programming using multiple technologies, software design, writing functional and technical specifications, SQL optimization, server configuration (IIS), web scrapping, scalability tests, ...

06/2015 - 08/2015

Internship as a R&D Engineer at Dispatcher
Design and development of a reporting and data visualization module for Dispatcher's web platform.

06/2014 - 07/2014

Internship as a R&D Engineer at HapticMedia
Introduction to 3D computer graphics using WebGL and its framework BabylonJS. Bug fixes and software component improvements. Development of a library for 3D objects manipulation.

Junior company 2014-2017

Development and design of a reporting module in node.js for the company Hesus. Development of a web application in node.js allowing the generation of individual social sheet for the company Saint Louis Sucre. Intervention on many other projects, alone or in team, to develop, advise, or participate in the writing of technical specifications.

⸭ Education

2017

MS in computer science and applied mathematics from a French 'Grande École' (engineering school)
ENSIIE Evry, École Nationale Supérieure d'Informatique pour l'Industrie et l'Entreprise

2014

Intensive two-year study course preparing for the competitive entrance examinations to the French 'Grandes Écoles' (the top French and highly-selective institutions)
Mathematics, physics, chemistry, computer science courses
Lycée Descartes - Tours

2012

High School diploma
Scientific option (with honours)
Lycée Descartes - Rabat

⸭ Miscellaneous

- **Game creation :** Developed games for personal projects or game jams, using Unity 3D, OpenGL, SDL (available on my portfolio selimjb.fr).
  Participated to game jams such as : the Global Game Jam and the Unijam.
- **Musique :** Piano - Guitar - Computer music
- **Hobbies :** Playing video games - Production and editing of videos and short films
- **Sports :** Rock climbing - Swimming - Muay Thai (since I live in Thailand)

⸭ Personal Details

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⸭ Competences

✦ Programming Languages
- C++
- Javascript
- SQL
- Shader : HLSL, Cg
- Java
- C#
- Python
- C
- Shell : PowerShell, Bash
- OCaml

✦ Technologies
- Game Engine : Unity 3D
- 3D : OpenGL, WebGL (Babylon.js)
- Microsoft : .NET framework, SQL Server
- Web : HTML, CSS, Node.js, JQuery

✦ Multimedia
- Photoshop
- Illustrator
- Blender
- FL Studio
- Premiere Pro
- After Effect

✦ Language
- **French :** Native
- **English :** Full professional proficiency (C1 level, TOEIC)
- **Spanish :** notions

Some of my favorite games :
God of War
Slay the Spire
Final Fantasy 9
Hollow Knight
Advance Wars
Dark Souls
Smash Bros