Ibo Ayoubi

Junior programmer recently graduated from Digital Arts & Entertainment (Howest) with strong skills in C#, Unity & working with clients with added experience at SQL, Python and Yaml.

EXPERIENCE

Triangle Factory - Internship, Ghent — *Developer*

FEBRUARY 2023 - JUNE 2023

- Implemented various new mechanics, gamemodes & tools for the game Hyper Dash through C# & Unity.
- Upgraded the Hyper Dash platform building tool utilizing a combination of Python & Yaml which afterwards was implemented to the company wide platform building tool to improve company workflow.
- Investigating, debugging, solving & testing reported bugs.
- Researching and analyzing documentation for implementation or upgrading of features.

EDUCATION

Digital Arts & Entertainment - Howest, Kortrijk — *Bachelor*

SEPTEMBER 2017 - JULY 2023

- Acquired proficiency in C#, Unity, SQL, source control tools, and 3D modeling during Independent Game Production studies.
- Collaborated with clients on gaming solutions during studies, conducting weekly meetings with both clients and supervisors.
- Wrote a research paper on optimization strategies inside of the Unity Engine and performance gains.

Viso Mariakerke, Mariakerke — *TSO*

SEPTEMBER 2013 - JUNE 2017

Transitioned to TSO for a digital skillset, preparing for Digital Arts & Entertainment studies. Acquired proficiency in HTML, CSS, Photoshop, InDesign, and more.

VOLUNTEERING

Kazou Vlaanderen — *Monitor*

Completed a training program focused on leading camping trips.

LANGUAGES

Dutch — *Native*

Born and raised in Flanders.

English — *Fluent*

Fluent through daily immersion, formal education, and upbringing.

Wolfputstraat 109a,
9041 Oostakker

iboayoubi@gmail.com

+324 85 94 88 83

23/12/1998

www.iboayoubi.com

Hard-Skills

Coding:
C#, Python, SQL, Yaml, Java

Work environments:
Visual studio, Unity Engine, VS code, MySql, Workbench, .NET Core, .NET Framework

Source control:
Github, Fork, Perforce

Documentation:
InDesign, Word, PowerPoint, Excel

Webdev:
Html & Css, Bootstrap

Art:
Photoshop, Illustrator, 3Ds max, Maya, Blender, Substance painter, Houdini, Quixel mixer

Soft-Skills

Collaboration, Adaptability, Relationship building skills