

Chadi HUSSER

Senior Gameplay Programmer

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30 years old

Polyvalent Developer with more than 9 years of experience

Education

- 2014–2017 **Lead Gameplay Programmer - Master degree, ISART DIGITAL, Paris**
- 2013–2014 **Bachelor Mathematics, Université de Paris, Paris**
- 2011–2012 **Prépa MPSI, Condorcet**

Work Experience

since 2022 **Senior Gameplay Programmer, Sekai, Paris**

Game making start-up around Anime entertainment:

- Not announced: PC Card fighting game X tactical with grid system
 - Languages: Unity C#, NodeJS
 - Learned skills:
 - Backend support in NodeJS
 - Socket Communication
 - Whole Process from sending the data from the server to parsing it and updating states in the client
- Not announced: Gamified Health based companion app
 - Languages: Unity C#, Java
 - Learned skills:
 - Interfacing the backend api into Unity from scratch (async await, auth token,..)
 - Android native plugin to build a reliable never ending service communicating with the backend
 - Working with Geo localization, and step tracking
 - Data driven client relying heavily on MVC
 - Continuous Development on a Beta Tested Game (release every sprint, live bugs monitoring using Sentry)
 - Managing junior Gameplay Programmer and Art team

2020–2021 **Gameplay programmer, Supercosi, Paris**

I worked as freelance there part time to produce evergreen puzzle games:

- Wordsearch: Classical search puzzle
 - Languages: Unity C#
 - Learned skills:
 - Tooling: Automatic grid generator for designers
- Cosi Connect: Tile matching game
 - Languages : Unity C#
 - Learned skills:
 - Gameplay
 - UI
 - Juiciness

2018–2022 **Gameplay programmer**, *Atomicorn*, Paris

I co-founded a Game Studio in 2018 with two of my class member. We mainly focused on producing quality arcade game for mobile during 4 years as a part job:

- Cosmic Revenge: Help planets get rid of its invading vermin! (Available on iOS and Android)
 - Languages: Unity C#
 - Learned skills:
 - Mobile optimization
 - Full game producing process, from the idea to the store upload
 - Level Editor tools for game designers and game artists (Custom inspector, drawer, ...)
- Flying Furious: Drive your plane around in a spherical SHMUP (unreleased)
 - Languages: Unity C#
 - Learned skills:
 - Iterating on one touch controls
 - Implementing a F2P economic model (ads, in-app, time-based,...)
 - Juiciness through code and FX (no game artists were involved in the project)

2018–2022 **Delegate Pedagogical manager, Programming teacher**

Responsibilities:

- Programming teacher
 - Programming (POO, algorithmic, etc) in C#, Haxe, JS
 - Mathematics applied to video games
 - Technical Projects management
 - Code review
- Students Management
 - Conflict management
 - Human support
 - Teamwork organisation

2016 **Internship**, *App Advisory*, Paris

I developed several hyper casual games and tools to implement ads, in app purchase, sharing...

- Languages: Unity C#
- Learned skills:
 - Maintaining tools on the Unity Asset Store
 - Using Editor scripting to customize said tools
 - Mobile Game building process
 - Mobile Game upload process on AppStore and GooglePlay

2015 **Internship**, *Alstom*, Saint-Ouen

During my Internship, I developed a prototype for train track visualisation to prove feasibility.

- Languages: Javascript (canvas for rendering), PHP
- Learned skills: Autonomy

Technical Skills

Technical skills developed during my missions

languages C#, Haxe, Javascript

Engine Unity, OpenFL, Pixi.js

School & personal projects

Team work

RPG Action RPG using Unity3D and C#

Builder 2D Social Builder on Facebook in collaboration with game artists and game designers using Haxe and Pixi.js

Platformer 2D Platformer in collaboration with game artists using Haxe and Pixi.js

Sokoban Puzzle game 2D using Javascript

Individual work

Tactical Hex 3D Tactical game on an Hex grid using Unity and C# (WIP)

Submarine 3D underwater exploring game using Unity and C#

Procedural Various mesh generation (Planets, Weapons, Planes, ...) Unity and C#

Rush Puzzle game 3D using Unity and C#

SHMUP Shoot em up using Animate and AS3

Activities

River Kayaking, *member of board of the canoe kayak the association of Sartrouville*

Climbing, *Bouldering, lead climbing*

Biking, *Bike touring, gravel riding*

Procedural mesh generation, *Art through algorithms*

Games

- Video Game
- Board Game
- Role Playing Game

Languages

English Professional level

French Fluent

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