





Saad Raouf

Game Programmer

Lead Programmer on an unannounced game. With 5+ years of experience in Unity, I specialize in open-world systems, save systems, and custom tools. Collaborated with designers to enhance workflows, worked with artists to achieve their desired look, and partnered with sound designers to create dynamic audio experiences for players. Contributed in key roles to Rainbow Billy (PC, Xbox, PS4, Switch) and Roots of Yggdrasil, tackling complex technical challenges to create immersive game experiences.

TLDR

-  5+ years Unity Developer
-  Engine Programmer
-  Software Engineer
-  Tech Artist

EDUCATION

AEC Engine Programmer

ISART Digital Montreal
Montreal - Quebec - Canada
2017 - 2019

3Ds Max Certification

InfoDesign
Casablanca - Morocco
2015 - 2016

Bachelor Computer Science

Al Akhawayn University in Ifrane
Ifrane - Morocco
2010 - 2015

ACHIEVEMENTS

Shipped Multi-Platform Game

Delivered a 6+ hour game across all major platforms, including PC, Xbox, PS4, and Nintendo Switch.

Boosted Workflow Efficiency:

Developed and implemented custom tools that significantly improved team **productivity**. Enabled rapid level creation, in-editor level loading, and prototyping capabilities. Provided functionality for developers to select spawn points, trigger various quest states, and visualize load states from save files, allowing **faster** iterations and testing.

Reduced Game Size by 87%:

Optimized the game's build size from **1.5 GB** to under **200 MB** by collaborating with the art team to establish efficient pipelines, applying techniques such as sprite atlases and texture compression.

Implemented Data-Driven Analytics:

Integrated analytics systems to **track** key in-game **data**, empowering the design team with insights for gameplay balancing and enabling the executive team to make informed strategic **decisions**.

SKILLS

- | | |
|--------------|--------------|
| Creative | Strategic |
| Synergistic | Optimization |
| Unity | Adaptable |
| Game Engines | 3d Graphics |

LANGUAGES

- English | French | Arabic
- C | C# | C++ | Python | Javascript

Work Experience

Lead Game Programmer 2020 - Present

Manavoid Entertainment / Montreal - Quebec - Canada

Project Leadership: Currently **Lead Programmer** on an unannounced project. **Spearheaded** development for Charly Chaplin: The Missing Pieces, overseeing **all** technical aspects from inception to launch.

System Design & Development: Took responsibility and **ownership** in developing key systems, including **open-world**, procedural generation, and **save systems** for Roots of Yggdrasil and Rainbow Billy.

Custom Tools: Developed **editor tools** for open world systems, quest management, and save file analysis.

Game Programmer 2019 - 2020

Affordance Studios / Montreal - Quebec - Canada

Prototype Development: Collaborated to produce the first playable **prototype** of what would become Two Falls.

Developed the **first-person controller**, **parkour** animation system, and interaction system, enhancing player movement and interaction.

Software Engineer Intern Jan 2015 - Apr 2015

Sofrecom - Orange Group / Rabat - Morocco

Prototype Development: Studied **e-Government** services in Morocco and compared them with global practices. **Developed** a tool for evaluating various systems and practices, **generating** reports with projected **scores** and **recommendations**.

Software Engineer Intern Jun 2013 - Aug 2013

National Tax Division Finance Ministry of Morocco / Rabat

Prototype Development: Contributed to the development of a sub-module for the Simple-IS **online tax** declaration portal, focusing on the Contribution Sociale tax.

Created specification requirements and developed the Social Contribution module applying software **engineering** principles working with **J2EE** technologies,

CONTACT

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