



Phone

+212 762-929490

Email

azzeddine.talha.me@gmail.com

Website

WIP

LinkedIn

[linkedin.com/in/azzeddine-talha-796a98254/](https://www.linkedin.com/in/azzeddine-talha-796a98254/)

AZZEDDINE TALHA

SKILLED UNITY GAME DEVELOPER

"Curios, motivated and determined"



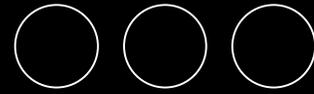


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sileststudio.net



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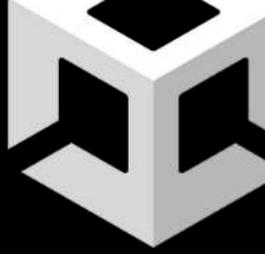
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About Me



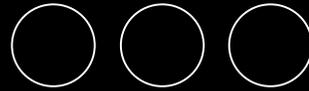
ABOUT ME



Azzeddine Talha, I'm a skilled Unity Game Developer with rich experience spanning 4 years. Having contributed to numerous Indie projects for both mobile and PC platforms, worked with an IT international company, and running my successful indie studio in mobile.



MY STRONG POINTS



Creativity

As a versatile Game Designer, Game Developer, and Artist, my greatest strength lies in my creativity. I excel at thinking outside the box and offering fresh perspectives that bring innovative solutions to problem-solving challenges.

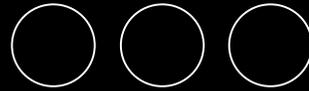


Problem-solving

Aptitude for identifying and resolving technical and design challenges.



MY STRONG POINTS



Programming Proficiency

Competence in coding languages like C++, Unity C#, or JavaScript for implementing game logic.

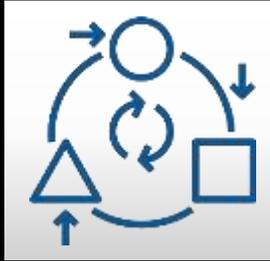
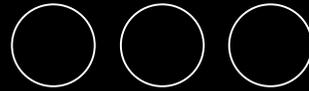


Collaboration

Capacity to work effectively in a team, communicating ideas and incorporating feedback.



MY STRONG POINTS



Adaptability

Readiness to adapt to evolving technologies and industry trends..

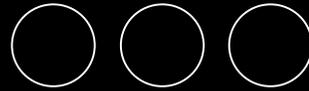


Attention to Detail

Thoroughness in game mechanics, graphics, and overall user experience.



MY STRONG POINTS



Game Design Principles

Understanding of game flow, level design, pacing, and balance.

Analytical Thinking: Ability to analyze player feedback and data to improve the game's performance.

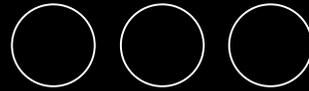


Analytical Thinking

Ability to analyze player feedback and data to improve the game's performance.

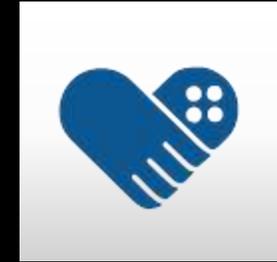


MY STRONG POINTS



Time Management

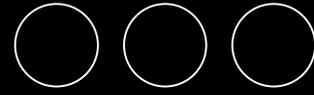
Efficiently managing project timelines and meeting deadlines.



Passion for Gaming

Genuine enthusiasm for video games and a desire to create immersive experiences.





EXPERIENCE

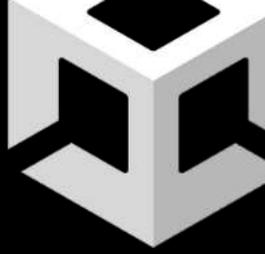


About Me





EXPERIENCE



1

Sept 2024 – Present

Unity Lead Developer

A314LAB

2

Nov 2023 – Sep 2024

Unity Game Developer & 3D

A314LAB DESIGNER

3

Nov 2022 – Nov 2023

Unity App & Games Developer

AppCake IT

4

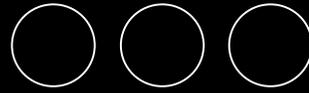
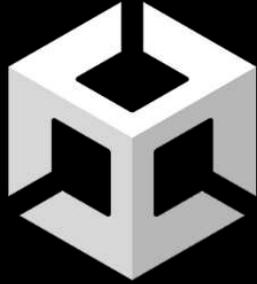
Sept 2020 – Nov 2023

Found & Lead Developer

Silest Studio



SOFTWARE SKILLS



Unity 3D & 2D

My primary professional game engine experience revolves around using C# as the main programming language.

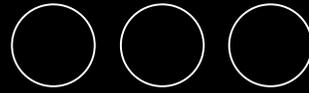


Blender 3D

Proficient in modeling, manipulating 3D objects, crafting environments, and texturing using Blender 3D.



SOFTWARE SKILLS



Photoshop

I utilize Photoshop to create 2D UI, sprites, and textures for my games. With confidence, I can create and manipulate any image, ensuring captivating artwork for my projects.

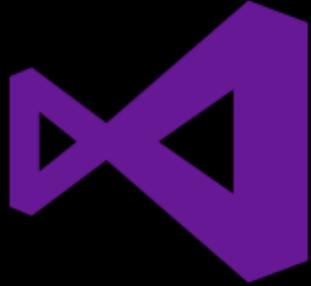


Adobe Illustrator

I employ Adobe Illustrator to craft art for my games, including logos and UI elements



SOFTWARE SKILLS



Visual Studio



Visual Studio Code

Both Visual Studio and Visual Studio Code are powerful integrated development environments (IDEs) I utilize to develop games and write code in various languages like C#, C++, JavaScript, and more.



SOFTWARE SKILLS



GitLab



Plastic SCM

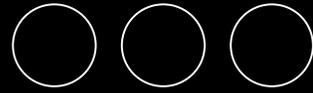


GitHub

I use source control systems like GitLab, Plastic SCM, and GitHub for developing games in Unity. These tools help me manage version control, collaborate with team members, and ensure a seamless development process.



SOFTWARE SKILLS



Jira Software

In my previous job as a Unity developer, I extensively used Jira software as a project management tool. Jira proved to be invaluable in streamlining the game development process by offering Task Management, Agile Methodology, Collaboration, and more



SOFTWARE SKILLS



Time Doctor

Time Doctor

In my previous role as a Unity game developer, I utilized Time Doctor as a time tracking and productivity tool. Time Doctor proved to be a valuable asset in the game development team



SOFTWARE SKILLS



Slack



Zoom

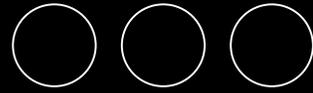


Teams

As part of the game development team, I actively employ various communication platforms to collaborate effectively with project managers, artists, and other team members. These tools include Slack, Zoom, Microsoft Teams, Discord, and Telegram. They play vital roles in facilitating the following aspects of our development process



UNITY DEVELOPMENT SKILLS



- ✓ Development and Design 3D & 2D games using Unity Engine and C#
- ✓ Modeling and texturing 3D objects and environments using Blender 3D
- ✓ Creating games UI & UX
- ✓ Write full game design document
- ✓ Developing games prototype



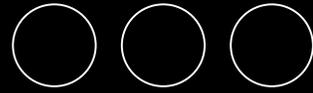
UNITY DEVELOPMENT SKILLS



- ✓ Developing NPC AI
- ✓ Level Design
- ✓ Game monetization & Project Management
- ✓ Developing Tools & Plugins in Unity
- ✓ Shaders, VFX, Particles System

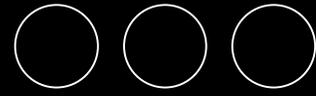


UNITY DEVELOPMENT SKILLS



- ✓ Multiplayer & Network Programming
- ✓ Shipped 11 title in Mobile Android
- ✓ Troubleshoot & Debugging code
- ✓ Experience with XR in Unity





GAMES



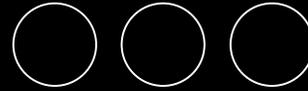
About Me

sileststudio.net





GAMES



Pass Tango

Pass Tango is a casual sports game where you compete against another player, either AI or online. The challenge involves passing the ball to score more points and earn coins. Aim to top the leaderboard and win prizes from the game partners.

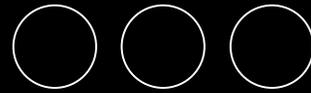
Responsibilities include:

- 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design & Programming
- Lighting & VFX
- Gameplay & AI Development
- Testing & Collaboration With Programmers
- Back-end Programming

Gameplay: <https://drive.google.com>



GAMES



Basketball Shooter

Basketball Shooter offers a thrilling third-person perspective gaming experience, casting you as a skilled basketball player aiming to score as many shots as possible within the allotted attempts. This game is part of the Appistadiumapp's collection of mini-games.

Responsibilities include:

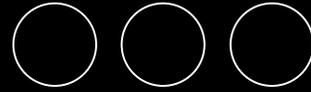
- 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers

Gameplay: <https://drive.google.com>





GAMES



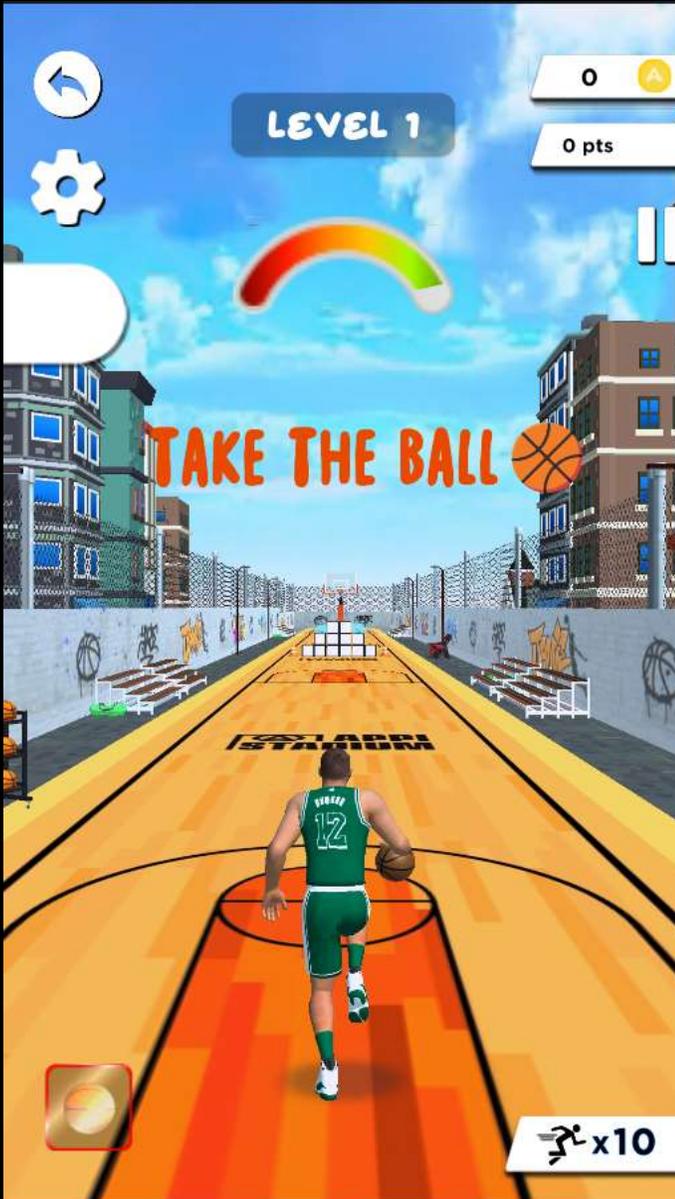
Basketball Runner

Basketball Runner immerses players in a thrilling endless running experience, taking on the role of a basketball player navigating through obstacles, collecting power-up items, and exploring diverse levels with rich environments. Maximize your playtime to earn coins and Appicoins within the game, featured in the Appistaduime app games collection.

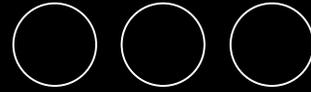
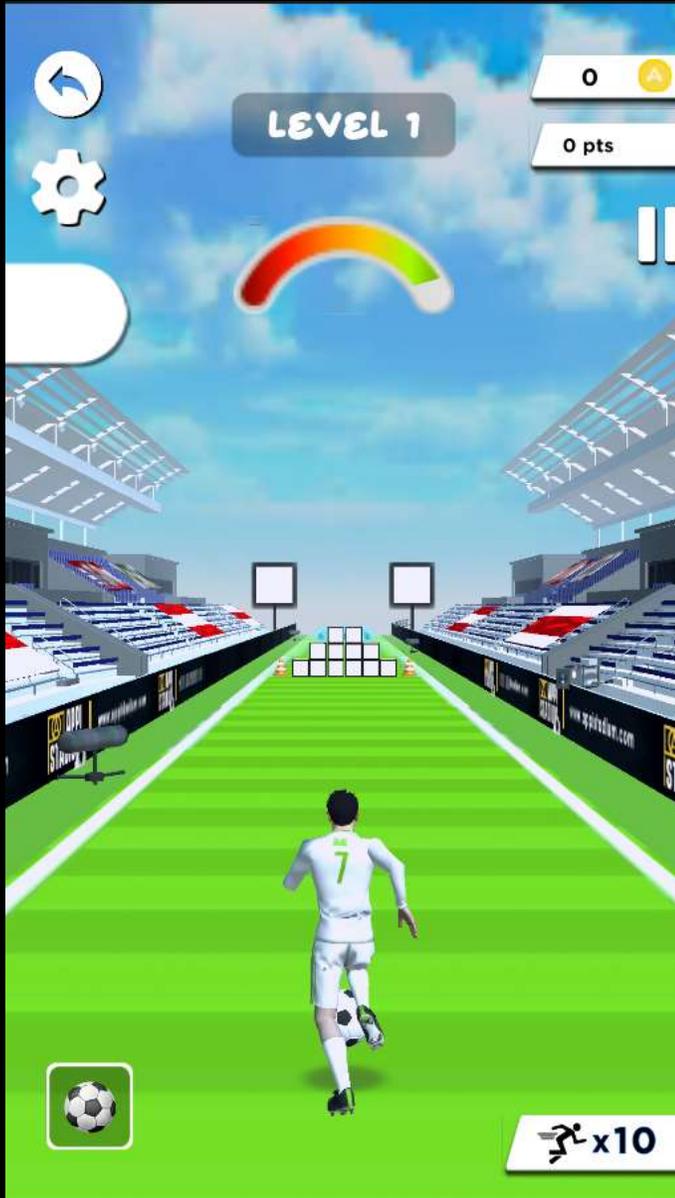
Key responsibilities include:

- Props 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers
- Code Refactoring
- Gameplay Programming

Gameplay: <https://drive.google.com>



GAMES



Football Runner

Football Runner immerses players in a thrilling endless running experience, taking on the role of a Football player navigating through obstacles, collecting power-up items, and exploring diverse levels with rich environments. Maximize your playtime to earn coins and Appicoins within the game, featured in the Appistaduime app games collection.

Key responsibilities include:

- Props 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers
- Code Refactoring
- Gameplay Programming

Gameplay: <https://drive.google.com>



GAMES



Fruit Slice Run

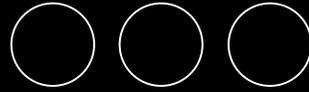
In Fruit Slice Runner, you play as a hand holding a sharp knife in a very casual gaming environment. Your main goal is to neatly navigate obstacles while deftly slicing through fruits to collect points. Your goal when you begin this never-ending running journey is to optimize your ability to slice, earning points that go toward getting the grand prize, a powerful samurai sword. However, reaching this objective won't be simple.

The game has an endless runner style, with each play through increasing the difficulty. You can anticipate a wide range of obstacles and a lot of fruit to slice. You'll come across useful objects along the way that might advance or impede you, giving your gameplay strategic depth. Additionally, watch out for menacing enemies that serve as obstacles, which you must skillfully evade to keep the slicing spree alive.

Gameplay: <https://drive.google.com>



GAMES



The Last Survivor - Zombies

"The Last Survivor - Zombies," an action-packed endless runner casual shooter. Assume the role of a skilled soldier tasked with eliminating hordes of zombies to advance through the game.

Key Game Mechanics:

- ✓ First-Person Shooter (FPS) - Unleash your shooting skills in thrilling combat.
- ✓ Guns Shop - Access a diverse range of powerful weapons for survival.
- ✓ In-Game Currency - Earn and utilize currency to upgrade your arsenal.
- ✓ Endless Levels - Embark on an epic journey through dynamically generated levels.
- ✓ Varied Zombie Types - Face off against different zombie archetypes, including women, big males, and small zombies.

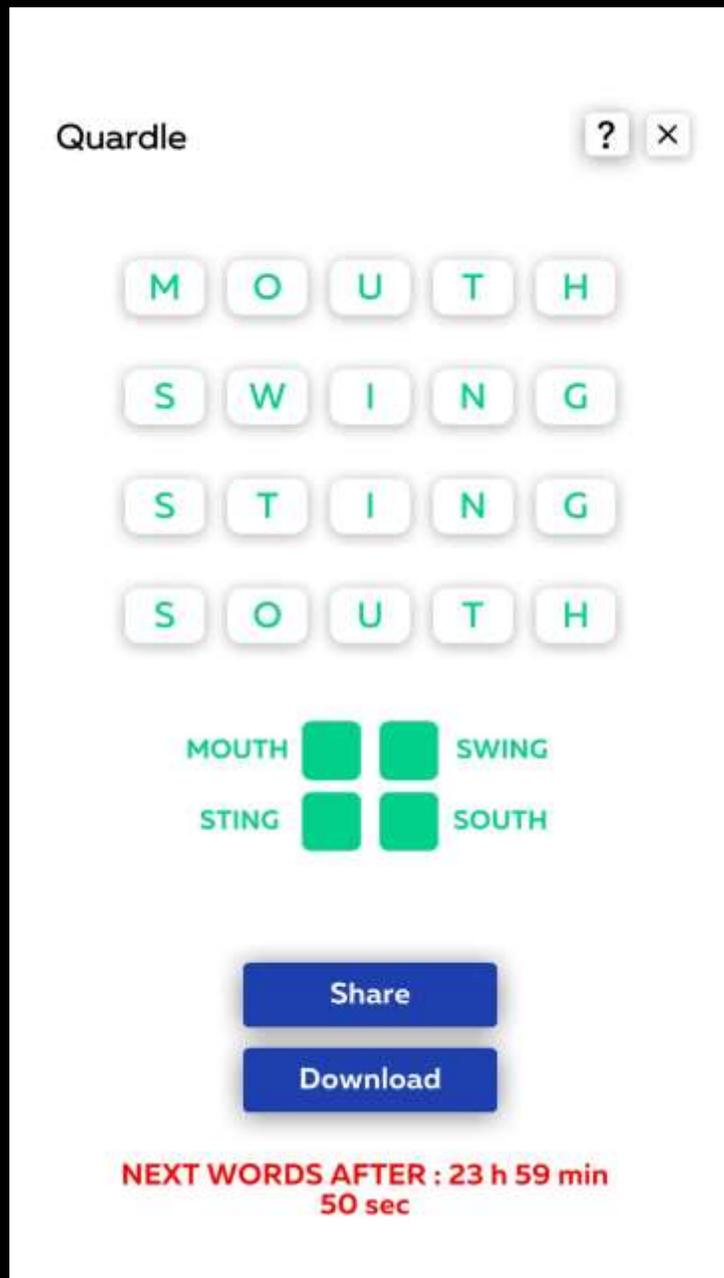
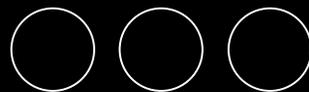
Prepare for an immersive and exhilarating gaming experience as you strive to become "The Last Survivor" amidst the relentless zombie onslaught.

Game link: <https://tinyurl.com/TheLastZombies>





GAMES



Quordle Word Game

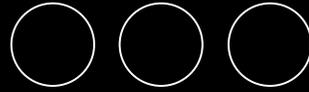
In my role as a Unity Developer for apps & games at AppCake IT, I took charge of creating Quordle Word Game entirely from the ground up. I handled both the UI design and the core gameplay implementation.

The game's main objective is to guess four words within nine attempts. After each guess, the color of the letters changes, providing valuable clues about the concealed word. To start the game and receive hints, players need to enter any valid five-letter word, which will appear simultaneously in all four sections of the game. Additionally, every day offers four different words to challenge players' guessing skills.

Game Video : <https://https://youtu.be/BYgCOCO1RDE>



GAMES



Water Sort - Color Puzzle Game

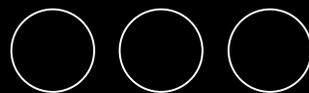
Prepare to put your sorting skills to the ultimate test with Water Sort: Game Puzzle! This fun and addictive game will challenge you to sort different colored waters into the correct bottles.

Game Trailer : <https://https://youtu.be/atk7FVKREVA>





GAMES



Silent Blade Assassin

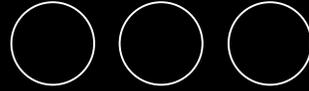
As a game design partner with Rieus Games, we collaborated on the creation of "Silent Blade Assassin" an exhilarating top-down stealth game.

Prepare for an action-packed hyper-casual experience that puts your stealth and combat abilities to the test. Immerse yourself in a shadowy world and embrace the role of a skilled assassin. Navigate through exquisitely designed levels set in various environments and countries, where precision and cunning are key to successfully sneaking, striking, and eliminating your enemies. Get ready to embark on an enthralling journey and unleash your inner master assassin!

Game Link : <https://https://tinyurl.com/NinjaStelth>



GAMES



Forsaken Hospital

One of the new horror survival games experience, challenging and full of puzzles and mystery,

Forsaken Hospital is a horror survival game puzzle and physics-based, when you are in a ghost hospital and scary game experience, full of fear and horror, against multiple enemies.

- Experience real survival horror
- Immersive Graphics
- Hide-and-Hide: Stealth-or-Die gameplay
- Unpredictable Enemy:
- Support Multiple Languages: English, Arabic, French, Spain, Italy. Etc.
- Multiple Game Modes : Hard, Normal, Easy, and Ghost Mode
- Challenging puzzles: The game is a puzzle base that the player needs to solve to reach the goal of the "escape" game.
- Days Cycle: The game takes place in 3 days
- Scary Atmosphere: The game has a scary atmosphere that makes the experience even more terrifying.
- Challenging Experience: The game wants to give the player the most challenging experience and fun gameplay with the best possible horror experience.

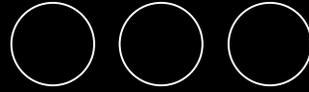
Game Trailer: <https://tinyurl.com/ForsakenHospital>



**FORSAKEN
HOSPITAL**



GAMES



SCP-582 Slender man Chapter 1

Step into the thrilling world of SCP-582 Slender man Chapter 1, the inaugural installment in the SCP-582 game series.

This first-person adventure draws inspiration from the SCP foundation and the infamous creepy pasta character, Slender man. Delve into a captivating narrative filled with puzzles and secrets, uncovering the mysteries behind SCP-582 and the SCP foundation with a fresh reimagining.

Key Mechanics and Features:

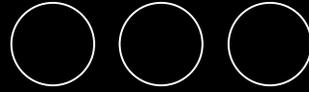
- ✓ First-Person Perspective: Immerse yourself in the game's eerie atmosphere through the eyes of the protagonist.
- ✓ Inventory System: Manage and utilize pickup items efficiently on your quest.
- ✓ Dialogue System: Engage in immersive conversations enriched by AI-generated voice acting.
- ✓ Complex AI: Experience dynamic interactions with an advanced AI system that alters gameplay.
- ✓ Physics-Based Gameplay and Puzzles: Tackle challenges that incorporate realistic physics for an authentic experience.
- ✓ As the team leader and Game Designer of this exciting project, I collaborated with a talented group of developers to create a unique and suspenseful gaming experience



Game link: <https://tinyurl.com/SCP582>



GAMES



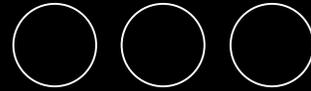
Backrooms Horror Maze

Embark on a heart-pounding adventure through countless mazes, evading the terror of Backrooms Horror, and honing your survival skills. Backrooms Horror Maze delivers an immersive first-person horror puzzle experience, where your ultimate goal is to escape the maze alive within a set timeframe. Each level presents a unique challenge, making every game distinct. To secure your escape, you must locate a specific number of books to fulfill your mission. Beware of the menacing enemies that guard each maze level, for any encounter with them can lead to your demise. Stay vigilant and avoid contact at all costs. The game's main mechanics and features include endless gameplay, procedurally generated levels, a shop system offering carts for swift navigation, ghost mode, and more. Test your mettle across multiple levels, confronting various enemy types on your quest to survive.

Game link: <https://tinyurl.com/BackroomsMaze>



GAMES



SCP Foundation: Object SCP-173



an immersive single-player first-person horror survival game inspired by the renowned SCP Foundation and Object SCP-173.

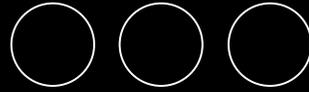
Prepare for a spine-chilling puzzle survival horror experience as you take on the role of a prisoner within the SCP Foundation.

The notorious SCP-173 breaks free from its containment, turning the facility into a perilous and ominous environment. Immerse yourself in a world of exceptional game design and meticulously crafted levels, creating a haunting atmosphere with stealth horror elements that will keep you on edge throughout your journey.

Game link: <https://tinyurl.com/gameNuSilest>



GAMES



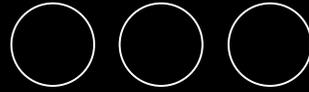
Recreating Ice Cream pouring logic

I developed an Ice Cream Pouring prototype for a client, featuring three delightful ice cream flavors to choose from. The prototype showcases a smooth pouring effect, adding to the immersive experience of serving ice cream.

Video: https://https://youtube.com/shorts/Gf6NB8bi_GI?feature=share



GAMES



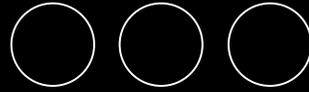
Floor Clean Prototype

Creating a hyper-casual mechanic for the Floor clean Prototype!

Video: <https://https://youtube.com/shorts/19dCOCforBl?feature=share>



GAMES



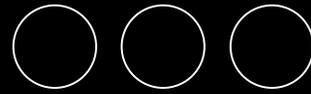
Flip Skate Controller Prototype

Developing a Flip Skate controller using Unity Engine.

Video: https://https://youtube.com/shorts/U6h-S_uz5dQ?feature=share



GAMES



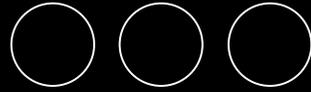
Color Fill Effect

Develop a prototype for a client that allows you to fill an object with your chosen color transitioning smoothly from transparent to a full solid color.

Video: <https://https://youtube.com/shorts/M0vjujv5mws?feature=share>



GAMES



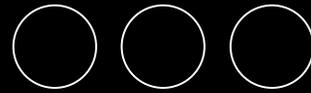
Bull Attack Runner

Create a prototype for a client where you take on the role of a powerful bull, aiming to hit all the targets before they manage to escape or find a safe place.

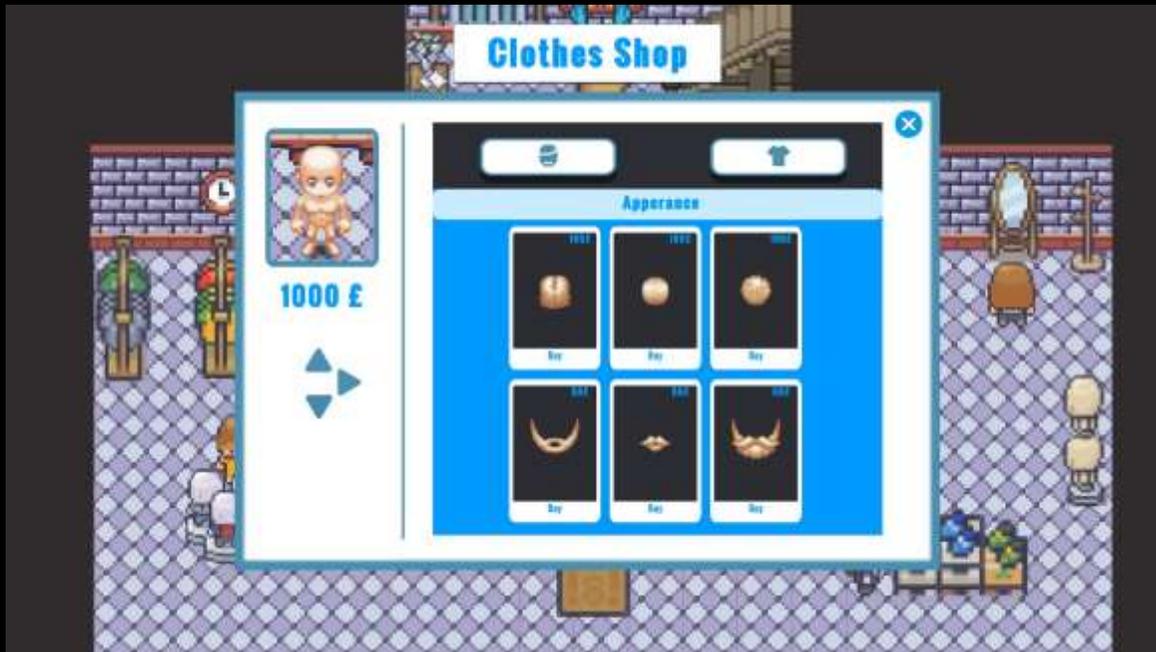
Video: <https://https://youtu.be/4RS9J04UcLk>



GAMES



Clothing Shop System for Blue Gravity studios



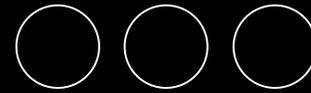
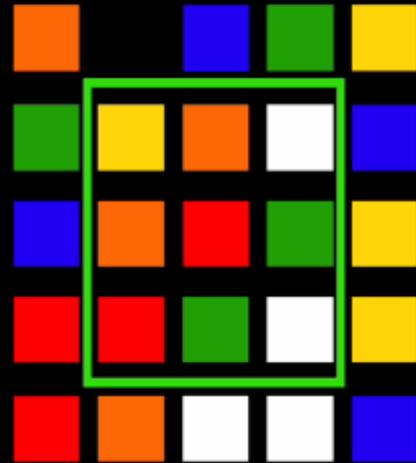
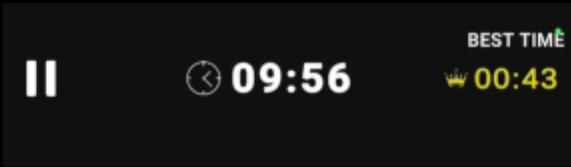
As a freelance developer, I had the exciting opportunity to collaborate with Blue Gravity Studios. My task was to design and implement a modular clothing system for their highly anticipated game, 'Little Sim World.' Players can visit the shopkeeper in the game to purchase various clothes and then equip them to personalize their characters' appearances.

Video : <https://https://youtu.be/dzhgpOKTjuw>

Game Link : https://Little_Sim_World



GAMES



Rubik's Race Prototype

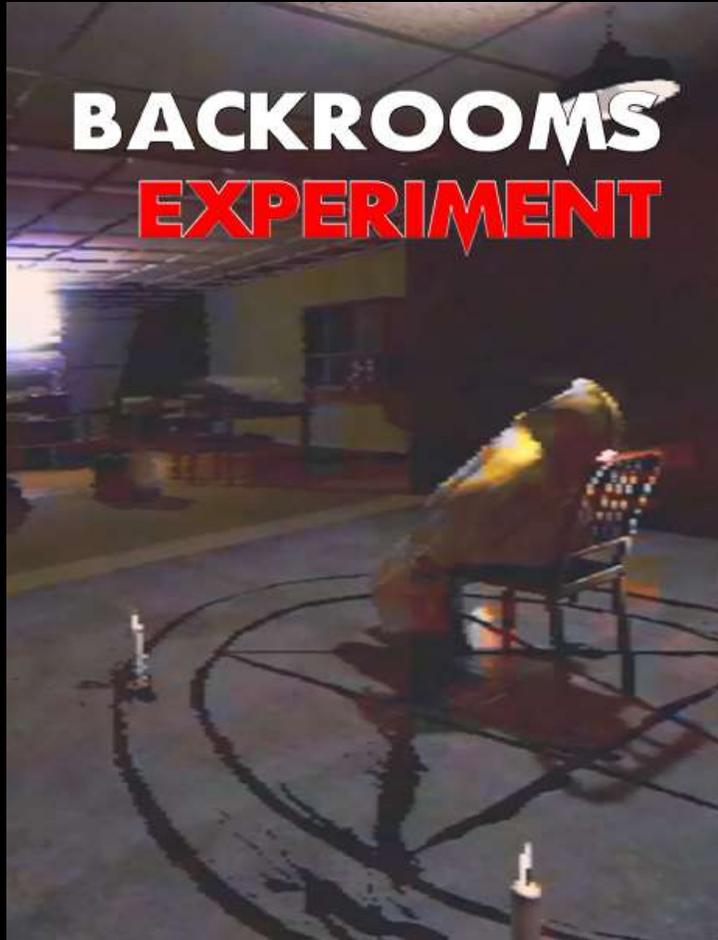
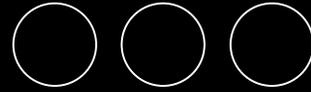
In my role as a freelance Unity developer, I successfully crafted a captivating Rubik's Race prototype for a client. The gameplay of Rubik's Race involves two players simultaneously trying to solve a 3x3 Rubik's Cube puzzle by sliding tiles to match a scrambled pattern displayed in the center.

The first player to complete the pattern wins the round. It's an engaging and competitive puzzle experience that challenges players' spatial reasoning and speed.

Game Video : <https://https://youtu.be/UBwFzi9GEZI>



GAMES



Backrooms Experiment

Step into the chilling Backrooms Experiment Prologue, a first-person game that delves into the enigmatic world of the Backrooms. Experience a simulated journey where you are relentlessly pursued by a haunting entity lurking in the shadows. Trapped within the Backrooms experiment, your sole objective is to escape this eerie realm.

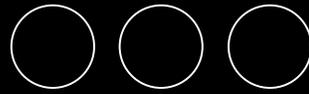
Key Mechanics and Features:

- High Fidelity Graphics
- Smooth Mobile Controller
- Smart AI
- Puzzles
- Great Level Design

Game Link : <https://https://tinyurl.com/BackExp>



GAMES



Terrified: The White Clown

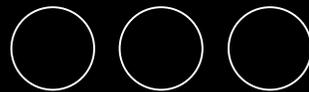
During my tenure as a game designer at Rieus Games, I contributed to the development of the horror puzzle-based game "Terrified: The White Clown." My primary responsibility was to define the game mechanics, goals, and intricate puzzles that add depth and excitement to the gameplay.

Game Link : <https://https://tinyurl.com/TerfClown>



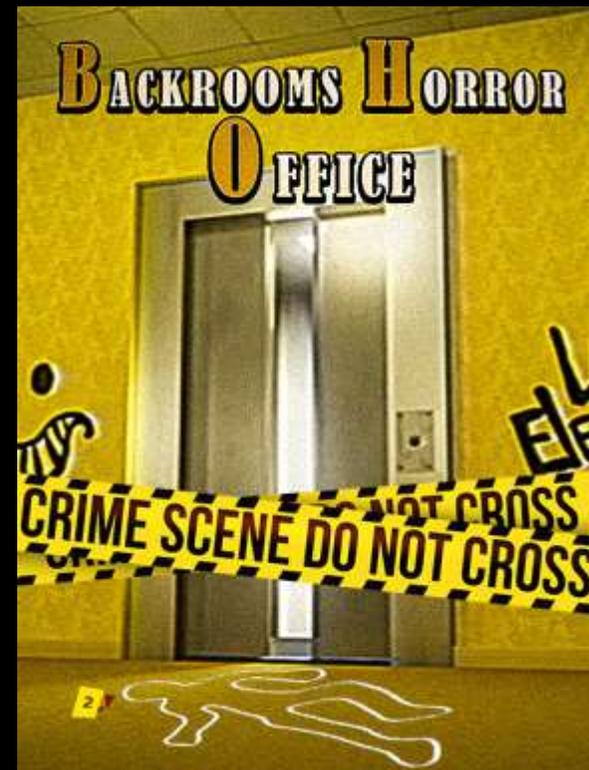


GAMES



Backrooms Horror Nightmare

Backrooms Elevator Level



Game Link: <https://tinyurl.com/BackroomsNightmare>

Game Link: <https://tinyurl.com/BackroomsElv>



GAMES



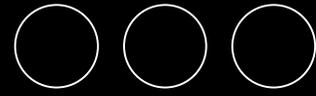
Backrooms Found Footage

Backrooms Fun Level



Game Link: <https://tinyurl.com/BackFoundFot>

Game Link: <https://tinyurl.com/BackFunLevel>

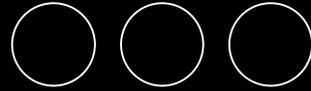


HOBBIES





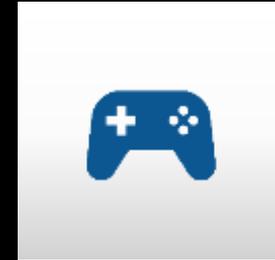
HOBBIES



Gym

One of the most important aspects of my life is sports, and I consider the gym to be a top priority.

Maintaining good shape and health has a positive impact on both my career development and overall well-being, influencing various aspects of my life.

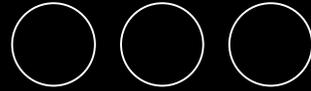


Gaming

As a Game Developer and Artist, engaging in regular video game play is an excellent way to find inspiration and stay up-to-date with the latest trends. It offers valuable insights into how talented artists and developers tackle challenges and create innovative solutions. Additionally, playing games allows me to learn and understand the intricacies of game development, gaining valuable knowledge about the process of bringing games to life.



HOBBIES



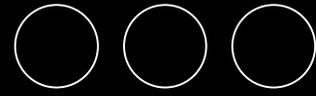
Reading & Writing

Reading is one of my passions, particularly books that enrich my knowledge in development and game design, or stories that inspire me to create captivating and immersive video games. Moreover, I find joy in writing, as it allows me to bring all my ideas together and craft compelling narratives that enhance the gaming experience.



Watching Movies

As a game designer and developer, I find watching movies or series to be an incredible source of inspiration. Many popular games draw inspiration from films, and watching them sparks ideas for mechanics, gameplay goals, features, and compelling storytelling in my game designs. It's a wonderful way to fuel my creativity and bring unique elements to the games I create.

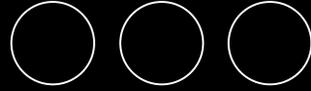


MORE DEV SKILLS





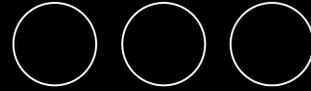
MORE DEV SKILLS



- ✓ I possess a diverse skill set in full-stack web development, encompassing expertise in HTML, CSS, PHP, MySQL, and more.
- ✓ Proficient in Java, C, VB, C++, and Python development.
- ✓ Experience working with Xamarin, Android Studio, React, and React Native for creating various applications.



MORE DEV SKILLS



- ✓ Proficient in UML and software design.
- ✓ Extensive experience working with Microsoft tools and data analysis tools.
- ✓ Intermediate experience in software security, cybersecurity, and network development.
- ✓ Experience in games marketing, advertising, and establishing partnerships with publishers.



AZZEDDINE TALHA

SKILLED UNITY GAME DEVELOPER

"Curios, motivated and determined"

Phone

+212 762-929490

Website

WORK IN PROGRESSES

Email

azzeddine.talha.me@gmail.com

LinkedIn

[linkedin.com/in/azzeddine-talha-796a98254/](https://www.linkedin.com/in/azzeddine-talha-796a98254/)



**"THANK YOU FOR TAKING THE TIME TO EXPLORE
MY PORTFOLIO AND LEARN MORE
ABOUT MY JOURNEY IN THE WORLD OF GAME DEV
YOUR INTEREST AND SUPPORT MEAN THE WORLD TO ME!"**