

SALAH EDDINE BOUHLALI

Senior Unity Game Developer / Game Programmer

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[LinkedIn](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Results-driven Senior Unity Game Developer / Game Programmer with 5+ years of experience in C#, Unity Engine (2D/3D), and mobile game development. Specialized in gameplay programming, performance optimization, tools development, and live-ops support. Proven success in shipping casual, hyper-casual, hybrid, and racing titles. Skilled in cross-functional collaboration, clean code architecture, and rapid prototyping. Fluent in English (C1) and French (C1) with international experience in both remote and on-site development environments.

CORE SKILLS

Programming: C#, OOP, APIs, Design Patterns, Gameplay Systems, Multiplayer Networking.

Game Development: Unity Engine, Animation Systems, Custom Tools, UI/UX Integration, Addressables.

Optimization: Unity Profiler, IL2CPP, Garbage Collection, Memory Management, Performance Tuning, Draw-Call Reduction.

Collaboration & Workflow: Agile/Scrum, Cross-functional Teamwork, Documentation, Technical Leadership.

Tools & Platforms: Git/GitHub, CI/CD, Figma, Slack, Lark, Jira, Plastic SCM.

Extra Skills: Shader Graph, Particle FX, Mobile Performance Optimization, Rapid Prototyping.

Languages: Arabic (Native), French (C1), English (C1).

PROFESSIONAL EXPERIENCE

Senior Unity Game Developer – 8GrateGames | Remote | Mar 2025 – June 2025

- Designed and developed BusOut, a mobile puzzle game with optimized gameplay mechanics.
- Reduced load times by 30% and improved FPS stability across devices.
- Delivered clean, modular C# code for gameplay systems, UI, and animations.
- Collaborated with artists and designers to integrate assets and improve game feel.

Senior Unity Game Developer – AcrabDesign | On-site | Jul 2023 – Dec 2024

- Led end-to-end development of SpeedOut (racing) and LumberJack (hyper-casual).
- Built modular gameplay systems supporting live-ops and post-launch updates.
- Managed documentation including GDDs, flowcharts, and technical design specs.
- Coordinated with third-party vendors and integrated external SDKs/tools.
- Mentored junior developers and reviewed code for quality & maintainability.

Junior Game Developer – Pinpine Team | Remote | Jan 2023 – Oct 2023

- Developed SpaceExploration, a hybrid casual mobile title, from prototype to release.
- Integrated third-party SDKs, analytics, and monetization tools.
- Authored clear technical documentation for features and workflows.

Junior Game Developer – AcrabDesign | On-site | Aug 2021 – Aug 2022

- Implemented gameplay mechanics and UI systems in Unity/C#.
 - Supported development of AI systems, tools, and in-game features.
 - Applied Git/GitHub for version control and team collaboration.
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Education

Bachelor's in Computer Science – OFPPT, Morocco | 2015–2019

- Specialized Technician in IT Development.
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PROJECTS

- **BusOut:** Puzzle mobile game (Unity, mobile optimization, UI integration).
- **SpeedOut:** Racing hyper-casual mobile game (Unity, modular systems, performance tuning).
- **LumberJack:** Hyper-casual mobile title (Unity, rapid prototyping, scalable systems).
- **SpaceExploration:** Hybrid casual mobile game (Unity, SDK integration, cross-team collaboration).