

Azzeddine Talha

Unity Developer | C# Specialist

CONTACT

Phone: +212 762929490
Email: azzeddine.talha.me@gmail.com
Address: Casablanca-Settat Morocco
Portfolio: azzeddine-talha.me

PROFILE

Mid-Level Unity Developer with experience building cross-platform games, interactive applications, and immersive experiences. Specialized in Unity and C#, with hands-on experience across mobile, VR/AR, WebGL, and PC platforms. Strong background in gameplay programming, software architecture, performance optimization, and technical project coordination.

CORE SKILLS

Category	Skills
Development	Unity, C#, OOP, Gameplay Programming, Unity ECS , NetCode
Platforms	iOS, Android, WebGL, PC
Immersive Tech	VR, AR, MR
Technical	Architecture, Optimization, Debugging, Editor Tools
Additional	Shader Graph, VFX, UI/UX, Level Design
Leadership	Technical Leadership, Project Coordination
Others	Blender, Photoshop, Web dev, C, Java

PROFESSIONAL EXPERIENCE

Independent Unity Developer

Personal Projects & Independent Development | Present

- Independently designing and developing original games and interactive experiences using Unity and C#.
- Building gameplay mechanics, prototypes, and reusable systems for PC, mobile, WebGL, and multiplayer projects.
- Implementing core features including UI/UX, networking, VFX, custom tools, and performance optimization.
- Creating and integrating 3D models, characters, and environments.
- Managing the full development lifecycle, from technical planning and implementation to testing, debugging, and optimization.
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Skills: Unity · C# · PC · Mobile · WebGL · Multiplayer · XR · 3D Modeling · UI/UX · VFX

Lead Unity Developer & Project Manager

Snack Group (June 2025 - May 2026)

- Led the development of immersive digital experiences at an interactive agency, including video games, VR/AR applications, virtual showrooms, and mobile applications.
- Managed and coordinated project execution, working closely with internal developers, designers, and external partners to ensure smooth and timely delivery.
- Defined technical solutions, designed Unity project architectures, and supervised development workflows to meet project requirements.
- Oversaw performance optimization, code quality, and technical implementation across complex interactive applications.
- Bridged the gap between technical teams and project stakeholders, translating project requirements into clear development tasks and deliverables.

Skills: Unity · C# · XR Development · VR/AR · Mobile Development · WebGL · Game Development · Software Architecture · Technical Leadership · Project Management

Lead Unity Developer

A314LAB (Sept 2024 - June 2025)

- Led the development of gameplay systems and designed scalable game architectures for mobile and WebGL platforms.
- Oversaw the technical development lifecycle, including project builds, performance optimization, and game implementation.
- Developed custom Unity tools, reusable libraries, and plugins to improve development workflows and team productivity.
- Collaborated with multidisciplinary teams to translate game concepts and design requirements into functional, optimized experiences.

Skills: Unity · C# · Mobile Development · WebGL · Game Architecture · Gameplay Programming · Performance Optimization · Custom Tools Development · Technical Leadership

PROFESSIONAL EXPERIENCE

Unity Developer | Game Designer

A314LAB (Nov 2023 - Sept 2024)

- Analyzed client requirements and project objectives to design game concepts, define gameplay mechanics, and create interactive prototypes.
- Developed gameplay features and interactive systems using Unity and C#, with a focus on performance and user experience.
- Created and integrated 3D assets, contributed to level design, and helped shape the visual direction of games.
- Designed and implemented user interfaces and user experience elements to improve gameplay and usability.
- Collaborated with developers, designers, and other team members throughout the development process, from initial concept to final implementation.

Skills: Unity · C# · Mobile Development · WebGL · Game Development · Game Design · Gameplay Programming · 3D Design · UI/UX Design · Prototyping · Performance Optimization.

Unity Developer (Freelance)

Virtu 360 (Sept 2024 - Nov 2024)

- Developed immersive 3D and VR experiences for architectural visualization and real estate applications.
- Built interactive Unity simulations showcased at the Salon International du Bâtiment (SIB) 2024.
- Implemented custom shaders, multiplayer functionalities, and interactive tools to enhance visual quality and user experience.
- Optimized 3D environments and application performance to ensure smooth and immersive VR experiences.

Skills: Unity · C# · VR Development · 3D Visualization · Performance Optimization · Multiplayer Development · Shader Graph · Architectural Visualization.

Technical Lead

AppCake IT (Jan 2023 - Nov 2023)

- Led the development of gameplay systems and established technical architectures for mobile games and applications using Unity and C#.
- Defined technical solutions and development workflows to support project requirements and maintain code quality.
- Managed application builds, debugging, and performance optimization to ensure stable and efficient mobile experiences.
- Oversaw technical implementation and supported the development process to ensure projects met quality and performance standards.

Skills: Unity · C# · Mobile Development · Game Development · Gameplay Programming · Software Architecture · Performance Optimization · Technical Leadership

PROFESSIONAL EXPERIENCE

Unity Developer (iOS/Android)

AppCake IT (Nov 2022 - Jan 2023)

- Developed and implemented games and interactive applications for iOS and Android platforms using Unity and C#.
- Structured Unity projects with scalable and maintainable code architectures to support future development.
- Prepared technical documentation to facilitate project maintenance, knowledge sharing, and collaboration.
- Worked remotely with designers, project managers, and developers to coordinate tasks and deliver project requirements.
- Contributed to debugging, testing, and improving application functionality across mobile platforms.

Skills: Unity · C# · Mobile Development · iOS · Android · Game Development · Cross-Platform Development · Software Architecture · Technical Documentation

Freelance Web Developer

Bochequipement.ma (July 2021 - Oct 2021)

- Developed a 72-page corporate website and custom internal administration tools for a furniture company.
- Built frontend and backend functionalities, including database integration and website optimization.

Stack : HTML · CSS · JavaScript · PHP · MySQL · Bootstrap · SEO

Intern – Web Development

BTS Center Morocco (Avr 2021 - July 2021)

- Developed and designed the educational institution's website front and backend.

Stack: HTML, CSS, JS, PHP, MySQL, Bootstrap, SEO.

EDUCATION

BTS (Senior technician Diploma) | Sept 2019 - July 2021

Diploma in senior technician Computer & Systme Programming

- Programming: C, Java, VB.net, PHP, MySQL
- Front-end Dev & Back-end web development
- Project Management
- App & Software programming
- Database Managment & Programming

Baccalaureate | Sept 2017 - July 2018

Electrical Sciences & Technologies (STE)

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