

# ACHRAF MEHANNECHE


3D Artist | Programmer


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 <https://www.youtube.com/@eliteuser3709>

 <https://digitaldeveloper.vercel.app/>

## EDUCATION

Flatiron School Re:Coded  
06/2023 - 11/2023

Completing a 6-month immersive web development program, with 500+ hours of curriculum and project-based learning.

Master's in EFL  
University Center of Barika

## TECH SKILLS

JavaScript, Next.js, React.js,  
HTML & CSS, GIT, TailwindCSS,  
C++. Blueprint

## Softwares

Photoshop, After Effects, Premiere Pro  
AutoDesk Maya, Unreal Engine, Zbrush  
Substance 3D Painter.



## WORK EXPERIENCE

### EDUCATION:

Flatiron School Re:Coded

06/2023 - 12/2023

#### Feed the needy - Capstone project

Graduation project that we had to implement all the knowledge that we learned in this amazing journey (Next.js, TailwindCSS, Firebase).

#### Dz-Express E-Commerce Project

E-Commerce Project for customers with Firebase cloud computing (Next.js, TailwindCSS, Firebase).

#### Re:Watch Movie Project

Movie project for the latest cinema news, movies and actors (Next.js, TailwindCSS).

#### GTA Madlibs Adventure Project

Responsive Madlibs Game Project (Vanilla JavaScript, and CSS, HTML).

Internship: VR Division

03/2023 - 06/2023

#### Virtual Reality And ArtViz

Virtual Reality Developer, we learn to create an amazing ArtViz, using Unreal engine (Material, Blueprint, Lighting, Level Design) Modeling and Texturing Using AutoDesk Maya, Painter, Feel Free to check my YouTube to see showcase of my work.

### Previous Works:

2016 - 2023

#### AVRHub - Virtual Reality Developer (Contract)

Worked with the team to Setting up VR Devices for their projects and Tools, Also did Project Optimization.

#### IWasHere - Gameplay programmer Level Designer

Full retro FPS game that I did work on the gameplay programming, and Modeling weapons, props Level design.

#### Infected - 3D artist & Gameplay programmer

Top down game on Godot engine, we moved the project to UE5.

#### The Remaining Bacteria - 3D artist & Level Designer

Lowpoly Top down game, I did model all the assets for the game, and level design.

#### JUMPER:SpeedRun - Level Designer and Interaction System

First game that I work on it and publish it on steam, FPS puzzle game, interaction with environment, Using Unreal engine 4.

## SUMMARY

As a 3D artist and programmer, I shape ideas into aesthetically pleasing digital solutions all driven by a growth mindset. Possessing the right amount of soft skills qualifies me to grow my technical assets and, the love, dedication for what I do is what fuels me in this field of endless possibilities, please feel free to visit my links for more info.