



Anthony Khelil

Video Games

Creator And Developer

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Who am I ?

Passionate about computers and electronics, I became interested very young in the development of video games. Today, my objective is to live from this vocation, by imagining ever more innovative concepts !

Skills

C/C++ (Preferred)			Unity 3D (Fluently)
HTML/CSS (Fluently)			Électronique (Intermediate)
PHP/MySQL (Fluently)			Graphisme (Intermediate)
Python (Intermediate)			Jeux Vidéo (Expert)

Experiences

- 2018 : Creation of a second video game project Super Pokémon Run (C++)
- 2017 : Complete realization of a video game project BomberMario (C++)
- 2016 : Programming a retro game engine RayCasting (JavaScript)
- 2015 : Development of my first website OneOrTwo (PHP/MySQL)
- 2014 : Internship in the company Ippon Technologies (Java)

Schooling

- 2017 - 2022 : Supinfo Paris (75015 Paris)
- 2017 : Obtaining the Bachelor's degree STi2D - iTec (Rating "Fairly Good")
- 2015 - 2017 : High school Saint-Nicolas (92132 Issy-Les-Moulineaux)
- 2014 - 2015 : High school Rabelais (92190 Meudon)
- 2010 - 2014 : Middle school Alain Fournier (92140 Clamart)

<https://www.anthony-khelil.com>