yalaw@outlook.com [Github](https://github.com/soya-miruku) | [LinkedIn](https://www.linkedin.com/in/yousef-alaw-bb9a52130/) | [yalaw.link](https://yalaw.link)

+44 7425729423

11 Fife Avenue, Chaderton, Oldham, United Kingdom, OL9 8AG

A professional who has experience working with software for 7+ years, proficient in C#, Python, JS/TS, React. Worked with Solidity, Web3 applications, VueJs, Svelte, Tailwind, HTML/SASS/CSS3, NoSQL/SQL. The objective is to be able to qualify for a position related to my field of specification, which will serve not only as a career growth but also as a challenge to my profession.

**Web3 Game Developer** March 2024 - April 2025

*Vidya games*

* Senior developer for a web3 crypto gaming project. Responsible for building the flagship game for the company (Aimbots).
* Architected complete game systems using C#, using Entity Component System (ECS) pattern, designing the entire codebase from ground up to leverage data-oriented design principles for maximum performance.
* Designed robust WebAPI services and implemented all core gameplay systems including weapons, character controllers, combat mechanics, matchmaking, and tournament infrastructure using pure ECS architecture.
* Created custom rendering pipeline combining HDRP with ECS-based instancing that achieved photorealistic graphics while maintaining 120+ FPS on mid-range hardware.
* Developed a sophisticated procedural level generation system using JobSystem and Burst compiler that could create and populate fully destructible environments in under 5 seconds.
* Integrated a cross-chain player inventory system enabling seamless asset transfers between Ethereum, Polygon, and Optimism with minimal gas fees.
* Integrated The Generator Protocol staking system for in-game economy, implementing circular reward mechanisms that maintained token price stability throughout volatile market conditions.
* **Tech stack used (C#, Unity, ECS/DOTS, Docker, AWS, Solidity/EVM, Foundry, Next.js, Tailwind)**

**Software Engineer** Jan 2021 - March 2024

*Freshfields Bruckaus Deringer*

* Owned and was responsible to ensure the modernisation of legacy on-premise software to cloud-based solutions using .NET Core, React, and Azure DevOps.
* Created a custom react component library for other projects to consume, which was used by other teams within the company.
* Heavily involved with product owners and managers to make sure everything was going smoothly.
* Dealt with bugs and feature requests for other products within the company.
* Gained further knowledge on TDD and the importance of it especially to prevent hiccups that were encountered whilst upgrading a legacy codebase which did not adhere to best practices.
* Data analysis using python for ML
* Devops skilled expanded to understanding Azure too
* **Tech stack used (C#,.NET Core, MySQL, Python, Terraform, Azure Devops, Python, Docker, Kubernetes, Typescript, React, GraphQL, TDD approach)**

**Full Stack Developer** Dec 2018 – Oct 2020

Interact Intranet

* A part of a large team following Agile/kanban methodology.
* Main work revolved around creating backend logic and exposing APIs for both the web app and mobile app.
* Creating a complex recommender system.
* Creating advanced, accurate and fast search.
* Extensive knowledge about APIs and webhooks was gained here.
* Further developed my AWS devops skills.
* **Tech stack used (React, Vue.js, C#, .NET Core, AWS Devops, Docker, Kubernetes, Typescript, GraphQL, TDD approach, ElasticSearch, MongoDB, Redis)**

**.NET & Software Engineering** Mar 2018 – Jan 2019

*S&G Response*

* Part of a small team adhering to agile principles working towards integrating different third party applications such as Enterprise via our API services, thus allowing other companies to plug & connect and gain access to data.
* Also responsible for leading a project to automate many manual tasks, one example is scraping any generic emails and website data and finding patterns between data extracted and creating cases where handles can then carry out their tasks.
* Creating a system that allows the sales team to know who they are speaking with based on the phone number (existing client? New client?, etc.)
* Developing my security and encryption skills.
* **Tech stack used (C#, RSA Encryption, MySQL)**

**Mobile & Web Developer** Jan 2017 – Jan 2018

*Lizo Games Studio Ltd*

* Creating a cross platform mobile game application with Xamarin in Visual Studio, C# .Net Core.
* Using multiple libraries such as Monogame, Cocossharp, OpenGL, Xamarin libraries, InAppBilling and API's such as Google play services, PCLCrypto, during this period I also strengthened my programming skills in the native languages for IOS (swift, Objective C) also Java for Android.

**Education**

***University of Nottingham (****2014 – 2017)*

Bsc (Hons) Computer Science with Artificial Intelligence Grade - 2:1

***Holy Cross Sixth Form College (****2012 – 2014)*

Biology: B

Chemistry: B

Computing: A

***Abraham Moss High School (****2010 – 2012)*

Science: A

Maths: B

English: B