MED FOUED JENNI

GAME DEVELOPER/ AR/VR DEVELOPER

GET IN CONTACT

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SUMMARY

I'm a game developer based in Tunisia with possibility to relocate.
I have good experience using Unity as game engine
and C# as scripting lanaguage.
Worked on several projects in the game dev industry (AR/VR, 3D) in
collaboration with developers and designers.

Skills

- **Game Development:** Unity and C#
- **Git and GitHub**
- **Programming / Scripting:** Python, C, Bash, Javascript
- **Operating system:** Windows and Ubuntu

EDUCATION

2021 - 2022 Specialization at Holberton School

- Augmented and Virtual Reality (AR/VR)
  C# and Unity

GPA : 3.3

2020 - 2021 Holberton School

- Foundations: Low-level and C,
             Higher-level languages,
             DevOps, SRE, and more.

GPA : 3.7

2013 - 2017 Higher institute of technological studies

- System architecture
- Business intelligence
- Web development
- Object oriented programming
- Software engineering

PROJECTS

3D PLATFORMER GAME (2 MONTHS)
UNITY3D, C#

- Designed 3 playable levels using imported models and textures.
- Programmed a character and camera movements.
- Designed and scripted the game's User Interface(UI) to transition between levels, change the volume …
- Animated a character using an animator for each of his 6 states, scripted the animations events and created a cutscence.
- Imported and implemented sound effects and background music controlled by an audio mixer.

K.O DESKTOP GAME (6WEEKS)
UNITY3D, C#

- Scripted UI elements (health, score…) to display characters stats.
- Programmed an NPC's logic for movements and attacks.
- Animated 2 characters using animators with event functions and created visual effects that triggers when a condition is met.
- Programmed a character movements, attacks and attack combos.
- Set up the game's environment and characters using imported models and textures.

MAZE (1 WEEK)
UNITY3D, C#

- Scripted the player's movements, camera follow and objects that has trigger active.
- Designed a Main Menu with buttons.
- Linked game logic to the UI elements(Health, Score, ..).

AR BUSINESS CARD (4 DAYS)
UNITY3D,VUFORIA,C#

- Created a business card for myself with an AR-identifiable printed marker.
- Created buttons that links to my social accounts.