

# ADEL OTMANI

Software Engineer

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Detail-oriented computer science student with a strong foundation in software development, augmented reality, and a passion for creating scalable applications. Looking for an internship or position to apply technical skills, contribute to innovative projects and develop professionally in a dynamic environment.

## Work Experience

### Order picker

Sep 2018 - Sep 2020

*Toulouse's market | Toulouse*

## Projects

### Air Bnb clone

Jul 2022 - Feb 2023

Creating an AirBnB clone in Python, CSS and HTML  
- SCRUM methodologie

### Holburn'out

Oct 2022 - Feb 2023

Creation of a 3D car game on Unity in C#

### Platformer 2D

Jul 2024 - Feb 2025

Creation of a platformer 2D on Unity in C#

### ARCard

Aug 2024 - Feb 2025

Creation of a business card in reality increase (AR)

## Core Skills

Programming Languages: C#, JavaScript, Python, HTML, CSS, Bash, MySQL, C,  
Development Tools: Unity 3D, Unreal Engine, Vuforia, ARKit, ARCore, MRTK (Mixed Reality Toolkit),  
3D Modeling/Design: Blender, Maya, Version Control: Git, GitHub,  
Platforms: Oculus Rift, HTC Vive, Microsoft HoloLens, iOS, Android,  
Additional Skills: Shader Programming, UX/UI Design, Agile/Scrum Methodologies, Design Thinking, Autonome, Curieux,  
Respectueux, sociable, social network

## Education

### Holberton School

Jul 2022 - Feb 2023

### Université Paul Sabatier Tls

Sep 2018 - Jun 2022

Mathematics Applied to Human and Social Sciences (MIASHS)

**Interests**

martial arts, dance, video games, reading