Amal Kacem

UNITY DEVELOPER

PROFESSIONAL SUMMARY

A Unity Developer who is passionate about immersive technologies, specializing in virtual reality and interactive games. Through final-year projects and internships, I have gained solid experience in developing therapeutic VR experiences using Unity, C#, Blender, and tools like Mixamo. I am motivated, autonomous, and always ready to take on new technical and creative challenges.

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TECHNICAL SKILLS

- Unity (VR/AR, XR Interaction Toolkit, URP)
- C# (scripting, scene management, UI, physics)
- 3D/Animation: Mixamo (character animations)
- Development Tools: Git (project versioning) , Visual Studio / VS Code
- Platform: Android Build & APK

PROFESSIONAL EXPERIENCE

Final Year Project Internship at Mediwave
Unity Developer | February 2025 – June 2025

- Developed an immersive Virtual Reality application to assist physiotherapists in monitoring post-operative and vertigo rehabilitation exercises.
- The application features five interactive games where patients perform prescribed physical exercises in a fun, supervised manner, promoting motivation and treatment effectiveness.

Summer Internship at 3D Wave
Unity Developer | June 2024 – September 2024

- Created an immersive VR application to help individuals suffering from aerophobia (fear of flying).
- Implemented a realistic simulation, progressively exposing the patient to environments (airport, boarding).
- Integrated interactive tasks designed to reduce anxiety and promote progressive desensitization within a personalized therapeutic protocol.

EDUCATION

INTERNATIONAL MULTIDISCIPLINARY SCHOOL (EPI DIGITAL SCHOOL) | 2022-2025
Engineering in Virtual Reality and Video Games
HIGHER INSTITUTE OF COMPUTER SCIENCE AND COMMUNICATION TECHNOLOGIES OF HAMMAM SOUSSE (ISITCOM) | 2019-2022
Bachelor's degree in Computer System Engineering (IoT)

KEY PROJECTS

Interactive Virtual Reality Medical Office Simulation

- Developed a Unity VR application connected to an Arduino Uno board.
- The office is controllable via physical buttons, sensors, and potentiometers, enabling real-time interaction between the physical and virtual worlds.

3D Mini-games developed with Unity Learn

- Created 3D mini-games as part of the "Beginning 3D Game Development" course on Unity Learn.
- Used the Unity engine to manage scenes, collisions, character animation, and implement simple C# scripts.