



# MOEZ GHARSALLI

Gaming Engineering Student

✉ moez.gharsalli@esprit.tn

in LinkedIn profile

🔗 Portfolio

📍 Tunis, Tunisia

## SKILLS

### Programming languages :

C#, C, C++, Java, JavaScript

### Game Engines:

Unity, Unreal Engine

### Database Management Systems :

Firebase, MySQL, MongoDB

### Game Design:

UX/UI, Blender, Maya, Photoshop

### Multiplayer:

Photon, Mirror, Netcode.

## EDUCATION

### Computer Engineering Diploma

2019 - 2024 (ESPRIT, Tunis)

### Bachelor's Degree In Mathematic

2015 - 2019 (Chebbi, Kasserine)

## PROJECT MANAGEMENT

OpenProject ,Plaky ,Jira,  
GitHub, Gitlab ,Trello

## LANGUAGES

Arabe	Native
English	Fluent
French	Fluent

## ORGANIZATION

ENACTUS: Vice President  
TUNIVISIONS : Graphic Designer  
GAMIX CLUB : Game Demonstrator

## CERTIFICATION

- Game Jam 2023
- Electronic Arts (EA): Software Engineering Virtual Experience
- TCPC

## SUMMARY

5th-year game development student with Unity, Unreal Engine, and Git expertise. Proven team player, crafting immersive games. Passionate and committed to continuous growth in the dynamic realm of game development.

## EXPERIENCE

### Game Programmer at Corkbrick EUROPE (Lisbonne, Portugal)

May 2022 - August 2022

- 6-month internship at 'Corkbrick EUROPE' on 'Corkbrick Play,' a survival game built on Unreal Engine with an emphasis on construction.
- Implemented efficient Save and Load Systems.
- Developed engaging Inventory and Progression mechanics.
- Designed and tested game levels and created 3D assets using Blender.
- Skills/Tools: Unreal Engine, C++, Blender, Trello, Git.
- **Received positive feedback from my supervisor for my contributions to the game's design and level creation."**

### Game Jam at Netinfo (Nabeul, Tunisia)

Feb 2023

- Rootate : 2.5D puzzle game made with Unity, where the game screen is divided into four separate scenes, each depicting a different era in history.
- I formed the teams and I guided everyone towards something we were all passionate about, while keeping constraints and limitations in mind.
- Skills/Tools: Unity, C#, Trello, Git.

### Game Designer at Nebula Rift Games (Tunis, Tunisia)

Jan 2023 - Present

- Co-created 'Mind's Journey,' a poignant 2D Metroidvania game centered around a hero's battle with bipolar disorder.
- Led game design and crafted a compelling narrative, collaboratively as part of a two-person team.
- Skills/Tools: Unity(VFX Graph, Shader Graph, DoTween), C#, Photoshop, illustrator, Jira, Git.

## ACADEMIC PROJECTS

### VR Game Developer, Game Design, Physics and sound designer

May 2022 - August 2022

- Led a 4 member team in creating 'FLOCKED' a multiplayer 3D VR arcade space shooter game.
- Coordinated team efforts for 8 months of development, overseeing:
  - Pathfinding A\* NPC: Implemented A\* algorithm to create intelligent NPC movement and navigation within the game environment.
  - Physics and Collision Detection: Designed and integrated realistic physics interactions and collision detection.
- Skills/Tools: Unity, C#, JavaScript, Maya, Substance painter, Mirror, OpenProject, mattermost, Git.
- **Our game project was awarded the Best GAMIX Project at the University Projects Event 2023.**

### Unity Game Development Mini Projects

May 2022 - August 2022

- Unity 2D Platformer : Developed a 2D platformer game with unique mechanics using Unity.
- Mobile Casual Game : Developed a mobile game with simple mechanics and engaging gameplay for casual audiences using Unity.
- 3D Puzzle Game : Created a 3D puzzle game using Unity's 3D tools.
- Mobile Endless Runner": Developed an endless runner game for mobile devices using Unity.