Kais Khalifa *Software Engineering Student*

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Profile

A dedicated software engineering student with a solid foundation in programming, algorithm design, and teamwork. Experienced in game development and project management.

Languages

Arabic
Native/Bilingual

English
Fluent

French
Proficient

Education

Software Engineering
Higher Institute of Applied Science and Technology of Sousse ⧉

2020 – 2025 | Sousse, Tunisia

- Relevant coursework: Algorithms, Data Structures, Object-Oriented Programming, Software Development.
- Graduating in 2025.

Professional Experience

Unity Intern
DM-Nova ⧉

2023/06 – 2023/08 | Sousse, Tunisia

- Assisted in creating educational mini games for kids.
- Enhanced my technical skills, teamwork and collaboration skills by working with a varied team of developers, artists, and a marketing team.
- Collaborated with technical, art, and marketing team to meet deadlines.

Unity Intern
Envast ⧉

2024/07 – present | Sousse, Tunisia

- Gained valuable experience in modern game development architecture and scaling techniques while working on the ClassQuiz game project at Envast.
- Introduced to significantly more robust code structures compared to previous roles.

Skills

Programming Languages
C#, basic C++ and C, Java, Basic Html, Css, Js, Php

Game Engine
Unity

Soft Skills
Communication, Team work, Leadership, Public speaking.

Extra Curricular activities

Club President
- Developed strong skills in team management, effective communication, and public speaking as President of a prominent club.
- Demonstrated ability to coordinate and motivate diverse teams to achieve shared goals.
- Gained valuable experience in project planning, collaboration, and problem-solving.
- Organized multiple internal and external events.

Unity Trainer
- Served as a Unity trainer in my club, conducting multiple sessions to teach Unity basics through an endless runner game I designed.

Projects

ClassQuiz
2024/05 – present
- Currently working as a student software engineer and Unity developer on the ClassQuiz project, which has surpassed 100k downloads on the Google Play Store. Contributing to a fast-growing product with a dynamic team, focusing on enhancing user experience, implementing new functionalities, and optimizing Unity navigation systems.

Aim Trainer Game
- Developed a 3D aim trainer game using Unity as my first serious project implementing basic 3D concepts to showcase for fellow students during workshops we held at our university.

- Actively contributed to creating benchmarking mechanics for the application.
- Collaborated with the development team to enhance overall performance and functionality.
- Sharpened skills in writing cleaner, more scalable code.
- Gained hands-on experience with the Software Development Life Cycle (SDLC).

Professional video editor

E-Sports Team Majesty

2022/05 – 2024/01

- Communicated effectively with clients, incorporating their feedback to achieve their vision and satisfaction using Vegas Pro editing software.
- Developed time management and organizational skills to handle multiple projects concurrently, ensuring efficient workflow and meeting milestones.

Interests

- Gaming

- Video Editing

- Event Organization

Mini-games designed for kids
- During my internship with DM-Nova, I took on the challenge of refactoring poorly written code to deliver a suite of engaging mini-games for children on the newly launched Khotoua app. Using SCRUM methodology, I developed Unblock, Colorball, a simplified version of Plants vs. Zombies, and a Jigsaw Puzzle, ensuring both code quality and a seamless user experience.

2048 bubble shooter
- Developed an innovative game that merges the mechanics of 2048 and Color Bubble Shooter, tackling complex algorithmic challenges. This project was part of a senior technical test at Envast, where I am currently contributing as a Unity developer.

Global Game Jam Participation Project
- Created *Hammam Fighter*, a 2D local multiplayer game where two players throw flip-flops and buckets at each other. It won 3rd place at the 2024 Global Game Jam hosting site I participated in.