Badii Hendez — Game & VR Developer

Tunisia

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Profile

Passionate Game & VR Developer and Formula 1 enthusiast specializing in Unity and C#, with experience designing and implementing immersive multiplayer experiences for Meta Quest. Skilled in interactive puzzle mechanics, 3D modeling, animation, and UI/UX design. Adept at delivering engaging, polished gameplay by combining technical expertise with creative problem-solving.

Technical Skills

Game Engines: Unity (2D/3D), Meta Quest SDK

Programming: C#, Python,C,C++

Art & Design: Blender (3D Modeling, Rigging, Animation), Adobe Photoshop, Adobe Illustrator

Gameplay Systems: Multiplayer VR, Puzzle Design, UI/UX, Physics-based Interactions

Tools: Git, Event-driven programming, Level Design

Languages: Arabic (Native), French (Fluent), English (Fluent)

Projects

Capstone Project

Carthaginian VR Escape Room   2025

- Designed a co-op multiplayer mechanic requiring synchronized rudder rotation to unlock doors.
- Developed interactive symbol decryption, sundial alignment, and oil lamp ignition puzzles using event-driven logic.
- Created immersive VR environments with synchronized lighting and gameplay mechanics for player engagement.
- **Tools:** Unity, C#, Blender, Meta Quest

Kids Psychomotor Development Game

- Integrated Wii Balance Board for motion-based controls via body leaning.
- Built animation systems and player movement scripts ensuring responsive feedback.
- Implemented health & damage systems, plus a portal-based level transition system.
- **Tools:** Unity, C#, Wii SDK

Survival Game Prototype

- Created an inventory system with item sorting, filtering, and crafting recipes.
- Developed C# player movement scripts and resource management systems.

VR Bowling Game

- Designed scoring and ball respawn systems.
- Conceptualized level flow and core mechanics for engaging multiplayer gameplay.

Sands of Heritage: An Amazigh Odyssey

- Built a parallel-world portal puzzle system with real-time rendering of alternate environments.

Education

Higher Institute of Arts and Multimedia Manouba (ISAMM)   **Tunisia**

Bachelor's Degree in Game Development   *2023–2025*

High School   **Tunisia**

Tunisian Baccalaureate in Computer Science   *2022*

Experience & Activities

Tynass IT

Internship   *2025*
Assisted in VR/AR project development and testing.

Global Game Jam   *2025*
Participated in team-based rapid prototyping of a game within 48h.

CS Jam   *2025*
Designed and developed a game prototype under time constraints.

Assistant Polling Center Chief   *2024*
Leadership and organizational skills.

Election Observer   *2022*
Monitored election procedures ensuring compliance with regulations.

Certifications & Awards

2023: Certificate of Organization – L'Ami Tji-Meta Hackathon
2022: Certificate of Accomplishment – Digital Marketing