



Badii HendeZ

📍 Tunisia ✉ Hendzebadi@gmail.com 📞 +216 53 250 227
🌐 biandbol.github.io

ABOUT ME

Dedicated and driven Game/VR developer with a relentless passion for learning

EDUCATION

Bachelor degree in Game development

Higher institute of arts and multimedia manouba (ISAMM), Tunisia
2023 - present

Bachelor degree Communication and Multimedia

Higher institute of arts and multimedia manouba (ISAMM), Tunisia
2022

Tunisian Baccalaureate in computer science

High school, Tunisia
2022

PROJECTS

Carthaginian VR Escape Room (End of study project)

- ✓ Developed a cooperative multiplayer mechanic requiring two players to simultaneously rotate a rudder to unlock a door
- ✓ Implemented an interactive decryption system using symbol substitution to unlock puzzle solutions.
- ✓ Implemented a system where players ignite oil lamps to illuminate and unlock secrets
- ✓ Developed an interactive sundial system, where precise alignment with hidden symbols triggers the spawn of a collectible figurine via event-driven logic.
- ✓ Contributed to the creation of immersive environments where lighting and mechanics work synergistically

Game to boost Kids psychomotor development

- ✓ Integrated Wii Balance Board input to provide intuitive and immersive player control through physical leaning.
- ✓ I built the animation map that governs the player's movements and actions, integrating it into the C script to ensure smooth and responsive animations.
- ✓ I designed and implemented the health system, including damage calculations and regeneration mechanics.
- ✓ I helped to conceptualize and create the game levels.
- ✓ I developed a portal system for level-to-level transitions.

Survival Game

- ✓ I contributed to the creation of an inventory system with item sorting, filtering, and equipping capabilities, and a crafting system with recipe management, resource consumption, and product creation, all integrated into the game's UI and C# back-end.

- ✓ Developed a C# script to control player movement, including walking, running.

VR Bowling Game

- ✓ I conceptualized and designed the game's core mechanics, level structure, and overall gameplay experience.
- ✓ "I developed the game score system, tracking and displaying the player's points, and the ball respawn system, handling ball placement and timing.

Sands of Heritage: An Amazigh Odyssey

- ✓ I created a puzzle system
- ✓ I designed and implemented a portal system that renders a view of a parallel world, creating a visually stunning and immersive experience.

SKILLS

Computational

- Unity
- C#
- Python
- 3d Modeling
- Animation
- Rigging
- UI/UX
- Adobe ps/ai
- Meta Quest

Problem Solving

Communication

Languages

- Arabic: Mother tongue
- French: Fluent
- English: Fluent

VOLUNTEERING AND PROFESSIONAL EXPERIENCE

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| Internship at Tynass IT | 2025 |
| Global Game Jam | 2025 |
| CS Jam | 2025 |
| Election Observer | 2022 |
| Member of Club Jeunes Ingénieurs ISAMM | 2022-2023 |
| Assistant Polling Center Chieff | 2024 |

CERTIFICATIONS & AWARDS

- ✓ Bachelor degree in Game development (2025)
- ✓ Tunisian Baccalaureate in computer science (2022)
- ✓ Certificate of Accomplishment Marketing digital training session (2022)
- ✓ Certificate of organization L'Ami Tji - Meta Hackathon (2023)