JOUINI Meher

Game & Network Developer, University Teacher, Automation Engineer

I'm a highly competent Game Developer with a proven track record in Game developing and networking.
I am accustomed to working in a challenging and fast-paced environment, particularly when dealing with multiple projects and priorities at the same time as I have strong technical skills as well as excellent interpersonal skills, enabling me to take a mature, responsible and creative approach to achieve a certain objective on time.

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⭘ GitHub

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in LinkedIn

WORK EXPERIENCE

Game & Network Developer
Nuked Cockroach studio (The Biggest Tunisian Studio)
08/2019 - Present
Nuked Cockroach studio Link

Achievements/Tasks
- Network developer (C#: server side): Game modes, missions, Achievements, Twitch connection (missions and achievements...)
- Gameplay and C# developer (Unity 3D: client side): Game modes, missions, Achievements, Twitch connection (missions and achievements...)
- Tools developer: CouchDB Manager, Maps Manager …
- Marketing and PR API implementation: Xsolla, Discord API, Twitch API, Game sight API, Steam API...
- Game link

University Teacher
Higher Institute of Multimedia Arts of Manouba (ISAMM)
09/2020 - Present,
ISAMM Link

Achievements/Tasks
- Gameplay development
- Artificial intelligence basics.
- Video games production.

AR/VR Lead Product Manager
Black Dune Studio

04/2019 - 08/2019,
BLACK DUNE STUDIO Link

Achievements/Tasks
- AR application developer (Unity 3D, Vuforia …)
- Manager and head of department projects.

Head Of XR Department
Galactech Studio (Tunisian Mobile Games Leader)
01/2019 - 04/2019,
Galactech studio link

Achievements/Tasks
- Manager and head of department projects.
- AR application development (Unity 3D, Vuforia, Google ARCore).
- Supervisor of interns.

SKILLS

Unity 3D	●●●●○
C#	●●●●○
Virtual Reality (VR)	●●●○○
Augmented Reality (AR)	●●●●○
Project Management	●●●○○

ORGANIZATIONS

Indie Game Association: Co-Founder (09/2016 - 06/2018)
- An association who focus on the Indie Game Developers Community in **Tunisia**

Enactus ISAMM: Technical Director and Head of Projects (09/2016 - 10/2018)
- Community of **students**, **academics** and **business leaders**.

CERTIFICATES

Unity Advanced (06/2017 - Present)
Kajaani University of Applied Sciences (KAMK)

LANGUAGES

English
Professional Working Proficiency

French
Professional Working Proficiency

Arabic
Native or Bilingual Proficiency

INTERESTS

Gaming | Poetry | Creative Writing | Martial art

WORK EXPERIENCE

Co-Managing Director & Technical Director
Laser Game Evolution Tunisia
09/2018 - 01/2019,
Laser Game Evolution Link

Achievements/Tasks
- Head of THOR game project.
- Management of studio projects.
- Gameplay developer (Unity 3D): THOR VR.

CEO & co-founder
Z'orchestra Studio
01/2018 - 09/2018,
Indie Video Game development studio

Achievements/Tasks
- Head of studio projects
- Management of studio Projects.
- Gameplay developer (Unity 3D) : Angles of Naseeben.

Unity 3d & Network Developer
Galactech Studio
06/2017 - 12/2017,
Galactech studio link

Achievements/Tasks
- Gameplay developer (Unity 3D) :
- Implementation of google play API.
- Accounting system: (C#, PHP, MySQL)
- Game link

EDUCATION

Bachelor's degree, Conception and realization of video games
Higher Institute of Multimedia Arts of Manouba (ISAMM)
2016 – 2018.

Bachelor's degree, Industrial automation and IT
Higher Institute of Technological Studies of Rades (ISET Rades)
2012 – 2015.

PROJECTS

Veterans Online: Link

World Cup Quiz 2018: Link

Crack The Code: Link

Gestalt Code (Best Theme GGJ 2018): Link

SANDOUK 3D : Link

AR/VR Portfolio: Link