

# FAHMI NAGHMOUCHI

Software Engineer | Game Developer | XR Developer

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Portfolio

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Ezzahra, Ben Arous, Tunisia

LinkedIn

GitHub

GitLab

## SUMMARY

Software Engineer with expertise in game development and backend solutions. Proficient in Unity, ASP.NET, Node.js, and real-time multiplayer systems. Strong background in Agile methodologies and database management. Seeking to leverage skills in a collaborative team environment to develop innovative gaming solutions.

## PROFESSIONAL EXPERIENCE

### Software Engineer Intern

#### Dourbia Compagny

Feb 2024 – Oct 2024      Hybrid

- Developed a mobile AR game using Unity and Mirror Networking, focusing on Learning aspects .
- Created server-client architecture to enhance performance and user experience.
- Technologies:** C#, Unity, Mirror Networking, GitLab , Vuforia

### Game Developer Intern

#### Underlit STUDIO

Jun 2023 – Aug 2023      Remote

- Created an Simulation game with quests mechanics and tasks, implementing engaging gameplay features.
- Created server-client architecture to enhance performance and user experience.
- Technologies:** C#, Unity, Mirror Networking

### Web Developer Intern

#### Digixis

July 2022 – Aug 2022      Hammam-lif, Tunisia

- Developed a Web application for a blog , enhancing user interaction and experience.
- Technologies:** Html, CSS, JS, Angular

## EDUCATION

### Engineering degree in Information technology ESPRIT

Sept 2021 – Sept 2024      Tunis, Tunisia

### Bachelor's in Civil Engineering

#### Higher Institute of Technological Studies of Rades

Sept 2017 – June 2021      Ben Arous, Tunisia

## TECHNICAL PROJECTS

#### Fallega

Unity, Mirror Networking, C#, Node.js, MongoDB Developed a real-time strategie multiplayer Base capture game with a secure backend.

#### HungryForMore

Flutter, Node.js, MongoDB Created a mobile app to share recipes and react to them featuring collaborative tools.

#### Kaddem

Spring Boot, UML, MySQL Built a platform for professional skills enhancement aimed at engaging students.

#### Airport Management System

ASP.NET, UML, MySQL Developed a comprehensive system for managing airport operations.

#### Dourbia

Unity, C#, Node.js, Mirror Networking, Vuforia Designed a multiplayer TresureHunt game in a designed environment.

#### Let's Arcade

Unity, C# Developed a VR Casual game using XR interactions, nominated for the VR game competition at university.

#### Smart-ESPRIT Management App

C, Glade GUI, Linux Created a Linux desktop application for educational purposes with an intuitive UI.

## SKILLS

- Game Development:** Unity Engine, Unreal Engine, Mirror Networking, Node.js
- XR Development:** XR interactions tools, Oculus Integration
- Languages and Frameworks:** C#, Python, Assembly, C, Spring Boot, Flutter, ASP.NET, HTML, CSS, React.js, Node.js
- Blockchain:** Solidity, MetaMask
- Version Control:** GitHub, GitLab
- Database Management:** MongoDB, MySQL
- Automation:** Jenkins
- Monitoring Tools:** Prometheus, Grafana
- Containerization:** Docker
- Project Management:** Agile Scrum, Waterfall
- Design:** UML

## LANGUAGES

English: B2 | French: B2 | Arabic: Native

## HOBBIES AND SOCIAL ACTIVITIES

- Passionate gamer
- Manga Reader