

Fahmi Naghmouchi

Software Engineer | Game Developer

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LinkedIn GitHub GitLab Portfolio

SUMMARY

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

PROFESSIONAL EXPERIENCE

•Game Developer Intern

Feb 2024 – Oct 2024

Dourbia

Tunis, Tunisia

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

•Game Developer Intern

Juin 2023 – Aug 2023

Underlit STUDIO

Tunis, Tunisia

- Created an Simulation game with quests mechanics and tasks, implementing engaging gameplay features.
- **Technologies:** C#, Unity Engine , Mirror Networking , Node.JS

•Web Developer Intern

July 2022 – Aug 2022

Digixis

Tunis, Tunisia

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

TECHNICAL PROJECTS

•Fallega

Developed a real-time strategy multiplayer game with a secure backend: Unity Engine, Mirror Networking, C#, Node.js, MongoDB

•Dourbia

Designed a multiplayer AR TresureHunt game with a strong backend.: Unity Engine, C#, Node.js, Mirror Networking, Vuforia

•Let's Arcade

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

TECHNICAL SKILLS

Game Development: Unity Engine , Unreal Engine, Mirror Networking, Node.js, Hurricane VR, Oculus Integration

Languages and Frameworks: C#, Python, Assembly, C, Spring Boot, Flutter, ASP.NET, HTML, CSS, React.js

Version Control: GitHub, GitLab

Database Management: MongoDB, MySQL, DynamoDB

DevOps: Jenkins, Prometheus, Grafana, Docker

Project Management: Agile Scrum, Waterfall, UML

EDUCATION

•Engineering degree in Information technology, Tunis, Tunisia

Sept 2021 – Sept 2024

The Private Higher School of Engineering and Technology (ESPRIT)

CGPA: 3.5

•Bachelor's in Electrical Engineering, Rades, Tunisia

Sept 2017 – June 2021

Higher Institute of Technological Studies of Rades (ISET)

CGPA: 3

LANGUAGES

English: B2

French: B2

Arabic: Native