

94566014

fahmi.naghmouchil@gmail.com

<u>www.reallygreatsite.com</u>

Education

Software engineer

ESPRIT: Engineering school

2021 - 2024

Game Programming, Advanced AI for Games, Game Design Principles, AR/VR Development

Electrical Automatism
Iset Rades

2018 - 2021

Expertise

Programming: C#, Node.js,

Python

Game Engines: Unity,

Unreal Engine

Tools: Vuforia, Autodesk

Maya, Git, Docker

Other: Multiplayer Networking, Backend Development, AR/VR

Design, Game design

Language

English: Proficient

French: Fluent

FAHMI NAGHMOUCHI

Software engineer | Game Developper XR Developper

Profile

Passionate and skilled game developer with expertise in Unity, Unreal Engine, and multiplayer game mechanics. Experienced in creating immersive 3D and XR gaming experiences with a strong foundation in backend development and team collaboration. Excited to bring engaging, innovative games to life.

2022

Internship At UnderlitStudio

2022 Game Developer

- Collaborated with a team to develop a 3D multiplayer simulation game, implementing robust backend systems that optimized server efficiency by 20%.
- Designed and tested engaging gameplay mechanics for seamless multiplayer experiences.

2023

-2024

Game Developer

- Led the development of an AR multiplayer historical simulation game, integrating Vuforia for accurate AR interactions
- Engineered the backend server to ensure real-time gameplay synchronization with minimal latency.

Projects

2022

3D Multiplayer RTS game

Internship at Dourbia

2022

Game Developer

- Developed spawn and wave mechanics for a realtime strategy game, leveraging Unity Multiplayer to ensure smooth gameplay for 10+ simultaneous users.
- Contributed to a team project as part of the yearly academic challenge, focusing on mechanics and stability.

2022 VR Arcade Game

2022

Game Developer

- Designed and implemented mini-game mechanics using Unity and Autodesk Maya, enhancing player engagement through interactive and immersive gameplay.
- Delivered a polished prototype showcased during academic presentations.