Anas Ferchichi
Unity developer

Profile

Junior Game Developer with a demonstrated history of working on various projects, specializing in AR/VR game development. Proficient in C# and Unity3D.

Contact

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⬛ FerchichiXIII

in Anas ferchichi

Skills

GAME DEVELOPMENT

Unity - C# - Blender

OPTIMIZATION UNITY

LOD - Batch - Occlusion

UNITY VFX

- visual effect
- particle system
- shader graph

FRONTEND

HTML - CSS - JavaScript

BACKEND

python: Flask - node.js

DATABASE

MySql - FireBase

NETWORKING

Unity photon

Training

(24/01/2022 – 09/09/2023)

HOLBERTON SCHOOL

Specializations :

AR/VR video games

My Projects

MAZE

Roll through intricate mazes, dodging traps, collecting coins, and aiming for the goal.

PLATFORMER (3D)

3D platformer requires the player to maneuver their character across platforms to reach a goal while avoiding obstacles along the way.

DARKNESS (2D PLATFORMER)

2D platformer requires the player to maneuver their character across platforms to reach a goal while avoiding obstacles along the way.

AR BUSINESS CARD

AR business card is an AR experience that brings people additional information about you that would be impossible to fit into your business card

VR ROOM

a room that can transport you to any place or time, where you can experience things beyond reality

ROCKET LEAGUE CLONE 2D

It is a 2D car soccer game where you have to play against your friend and try to score goals

HELLLIGHT (FPS ZOMBIE WITH GRAPPLING GUN AND SWORD)

Its first person shooter game and u have any weapon like sword , grappling gun and heavy gun,
in this world navigate through structures and kill monsters

DRIVE VIDEOS