

HADIR JENNI

Game Developer

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🏠 Tunisia, TN

SUMMARY

A full stack software engineer specialized in game development with a baccalaureate degree in Mathematics. Strong in design and integration .

EDUCATION

Holberton School, Tunisia, TN

PRESENT

Full stack software engineer || AR/VR student

- Industry-relevant, project-based curriculum teaching low/high level programming and DevOps with an emphasis on peer-learning and self-direction in a start-up environment.

Mourouj Secondary School, Tunisia, TN

2018

Baccalaureate's Degree in Mathematics

PERSONAL PROJECTS

Printf (5 days; C)

(github.com/Jenni-Foued/printf).

- Worked with a partner to build a replica of the basic functionality of the standard library printf function.

360 video tour (11 days; Unity3D, C#)

(github.com/JennyHadir/0x0A-unity-360_video_tour).

- Immersive and interactive 360° video tour of Holberton SF campus.

Maze (11 days; Unity3D, C#)

(<https://github.com/JennyHadir/0x03-unity-ui>).

- This project is about building components for a maze, adding new GameObjects and scripts to make a playable game.

AirBnB clone (7 days; Python, Flask, MYSQL, HTML, CSS, JS)

(https://github.com/JennyHadir/AirBnB_clone_v3).

- A clone of AirBnB filtering functionality, used Flask and cmd libraries to write a custom RESTful API for database returns and back-end console for viewing object data and creating instances.

SKILLS

C#
HTML
Javascript
Python
SQL
UNIX Scripting
C
Git
Unity3D
CSS

SOCIAL



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