

Hadir Jenni

Game Developer



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Tunisia, TN

Education

Holberton School, Tunisia, TN

2020-2022

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 2017-2018

Baccalaureate's Degree in Mathematics

Personal projects

AR business Card (4 days; C#, Unity3D)

github.com/JennyHadir/holbertonschool-unity/tree/main/Ox09-unity_ar_business_card

- Business card with an AR-identifiable printed marker utilizing a few different SDKs, starting with Vuforia.

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

github.com/JennyHadir/Ox0A-unity-360_video_tour

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

Maze (11 days; Unity3D, C#)

<https://github.com/JennyHadir/Ox03-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



Social



jennyhadir.github.io



linkedin.com/in/hadir-jenni/



github.com/JennyHadir



twitter.com/HadirJenni



medium.com/@hadirjenni_90922

