

HADIR JENNI

Game Developer

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EDUCATION

Holberton School Tunisia; Foundation SEP. 2020 - JUNE 2021

Full Stack Software Engineer

- 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.

Holberton School Tunisia; Specialization JULY 2021 - MAY 2022

AR/VR Engineer

- AR/VR
- Unity3D
- C#

Mourouj Secondary School, Tunisia, TN 2018

Baccalaureate's Degree in Mathematics

Skills

Game Development:

C#, Unity3D, .NET framework

Version Control:

Git, Plastic SCM

Programming/ Scripting:

C, JavaScript, Python, Bash Scripting, SQL

Front End:

HTML5, CSS3

PERSONAL PROJECTS

K.O Dual Fight Game(6 Weeks; Unity3D, C#)

- Designed the UI elements (Score bar, Rounds Canvas, Win/Lose canvas ..)
- Designed the menus (Main menu, Pause menu and Options menu)
- Scripted the UI canvas to determine round number, Win/Lose conditions and score of each player.
- Animated the UI buttons and created an Intro cutscene.
- Implemented a persistent background sound.

Platformer(52 Days; Unity3D, C#)

- Implemented 3 levels and set up the imported models and assets.
- Programmed the player movements and the camera offset.
- Designed the UI menus to make it easier for user to swap between levels, control audio volume and invert camera/mouse movements.
- Created a cutscene and a transition to the main camera after it's end, animated the character using 6 imported animations depending on it's state.
- Implemented a sound effects and background sound.

AR Business Card (4 Days; Unity3D, C#)

- Created a business card with an AR-identifiable printed marker utilizing a few different SDKs, starting with Vuforia.
- Designed 4 UI buttons and linked them to my social accounts using a c# script.
- Animated the 4 buttons using visual effects.

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

- Implemented an immersive 360° video tour of Holberton SF campus by creating 4 spheres, placing a VR camera inside it and wrapping a video inside the spheres.
- Designed an interactive UI button hotspot for each sphere to make transitions between it.
- Created a Fade In/Out animation during transition between spheres to avoid disorientation and discomfort .
- Created a Button in each sphere that activates an informational text box when the user interacts with it.
- Implemented a persistent background sound.

Maze (11 Days; Unity3D, C#)

- Implemented a player and scripted it's movements.
- Set the camera to follow the player as it moves.
- Created 20 rotating coin within the maze and set up a score system.
- Implemented a danger zone and a finish line.
- Scripted the win/lose conditions.
- Designed the win/lose UI panel.