T / H Tiyiselani Hlongwane

Unity Developer	Game Developer	XR Developer	UI/UX Designer

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🔗 **Link to my projects**

ABOUT ME

As a game developer, Unity expert, and extended reality enthusiast, I bring a wealth of experience to crafting engaging and immersive digital experiences. My expertise extends to virtual reality (VR), augmented reality (AR), and mixed reality (MR), alongside proficiency in UI/UX design. I am dedicated to creating innovative and user-friendly interactive content.

SKILLS

- Unity Game Engine
- Photon (VR Multiplayer)
- Unity Augmented Reality
- C# and C++
- AutoDesk (3D's Max)
- HTML, CSS, and JavaScript

EDUCATION

National Diploma: Multimedia IT

Tshwane University of Technology

2017 - 2021

Hlaluko Secondary School

Matric

2012 - 2015

VR Course Creation

I have created a full virtual reality course to help other people on how to develop VR applications

2023

EXPERIENCE

Virtual Reality Developer

X-Reality Lab   *June 2022* – February 2024

Creating immersive educational tools in virtual reality, utilizing the Unity game engine and C# programming for development.

- Coding scripts to enable interactive behavior among 3D objects.
- Applying textures and importing 3D assets.
- Building and testing virtual reality software.

Unity Game Developer

Freelance Game Development Assistance   March 2020 – December 2020

Provided assistance to fellow students with game assignments, demonstrating strong collaborative and problem-solving skills in a team environment.

- Experience in crafting lifelike terrains that mirror the real world.
- Turning ideas into digital reality in the coding playground.
- Proven experience in optimizing and rendering fully functional games.