

# Malek Jomni

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## EDUCATION

### Software Engineering: Specialization in GamiX (Gaming and Immersive Experience)

Private School of Engineering and Technology (Esprit) • 2019 - Present

## EXPERIENCE

### XR Developer Intern

Cesi (Lineact)

June 2024 - Present, Pau, France

- Implemented object and pose detection algorithms (ArUco, OpenCV, Python).
- Developed an AR client in Unity to capture and process camera streams using OpenCV.
- Designed a real-time performance tracking system to optimize the application.
- Utilized ARFoundation for AR development on Oculus 3 and mobile devices.
- Integrated the Mixed Reality Toolkit for HoloLens development.

### Unity Developer Intern

Sartex (Denim House)

June 2023 - August 2023, Ksar Hellal

- Implemented a Full Body VR Rig using Inverse Kinematics and Animation Rigging.
- Optimized performance (+60% FPS) using LODGroups, batching, and occlusion culling.
- Utilized ProBuilder in conducting Level Design.
- Coordinated with designers to create "Game-Ready" models, reducing integration time by 20%.

### MERN Stack Developer Intern

Esprit

July 2022 - September 2022, El Ghazela

- Developed a PDF component for document processing.
- Designed a calendar interface using FullCalendar and React.
- Integrated Mailgun API with Node.js and Express for email delivery.

### Mobile Game Developer Intern

MRCUS STUDIO

July 2021 - August 2021, Marsa

- Designed a vehicle controller for a Unity mobile game.
- Created attachable cannon modules for strategic customization.
- Implemented game mechanics such as cannon shooting, boosters, and destructible elements.

## PROJECTS

### TimeSwing: VR Sports Game - Unity 3D

Esprit • January 2023 - June 2023

- Developed a realistic and optimized VR baseball game, improving collision accuracy by 30%.
- Implemented a scoring system for various game modes and a leaderboard.
- Built a lobby system using Node.js with multiplayer features.

### Greed Island: Multiplayer Mobile Action Game - Unity 3D

Esprit • October 2022 - May 2023

- Designed an RPG game ecosystem.
- Developed an interactive combat system.
- Implemented multiplayer features using Mirror and Unity Gaming Services API.

## SKILLS

**Programming Languages:** C#, C, C++, JavaScript, Java, Python, Dart

**Industry Knowledge:** Programming, Game Design, Level Design, VR/AR/MR (ARFoundation, ARCore, XR Interaction Toolkit, Mixed Reality Toolkit), DevOps, Performance Optimization, Computer Vision (OpenCV), Machine Learning

**Game Engines:** Unity 3D, Unreal Engine

**Frameworks:** Spring Boot, Symfony, ASP.NET, Node.js, Qt, Flutter

**Database Management:** MySQL, MongoDB

**Version Control & Tools:** Git (GitHub, GitLab)