Malek Jemni

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EDUCATION

Software Engineering: Specialization GamiX (Gaming and Immersive Experience)

Esprit University • 2019 • 2024

EXPERIENCE

Unity Developer Intern

Sartex (Denim House)   June 2023 - August 2023，Ksar Hellal

• Led a team of one developer and 2 designers to create an immersive virtual reality showroom environment for showcasing outfit models.

• Successfully implemented a Full Body VR Rig using Inverse Kinematics and Animation Rigging techniques for immersive user experiences.

• Utilized ProBuilder in conducting Level Design, demonstrating expertise in creating seamless and guided player experiences.

• Applied Performance Optimization techniques, resulting in a 60% increase in FPS for smoother and more responsive interactions.

• Coordinated with designers to implement game-ready models, resulting in a 20% increase in production efficiency, particularly in integration time.

Full Stack Developer Intern

Esprit University   July 2022 - September 2022，El Ghazela

• Developed scalable and maintainable components, notably a PDF container for document handling, streamlining integration for the team.

• Designed an intuitive interface to facilitate the creation of course schedules, utilizing the FullCalendar component in conjunction with React.

• Integrated Mailgun API for efficient course schedule delivery via email using Node.js and Express.

Game Developer Intern

MRCUS STUDIO   July 2021 - August 2021，Marsa

• Efficiently integrated character movement mechanics, enhancing in-game navigation and player interaction for a smoother gaming experience.

• Advanced my proficiency in level design through contributions to the development of an engaging parkour level.

• Quickly gained proficiency in Unity, improving task completion efficiency and productivity throughout the internship.

ACADEMIC PROJECTS

TimeSwing : Virtual Reality Sports Game

Esprit University • January 2023 - June 2023

• Created a customized physics feature to achieve enhanced and realistic collision, resulting in a 50% increase in responsiveness.

• Built a custom input manager enabling rapid real-time input changes, ensuring seamless and interactive user experience.

• Engineered a game loop structure, introducing engaging challenges that thoroughly immersed players and elevated the overall gameplay experience.

Greed Island : Cooperative Multiplayer Mobile Action Game

Esprit University • October 2022 - May 2023

• Designed an RPG game ecosystem, incorporating a card crafting and upgrading system that enriched the game content by an impressive 30%.

• Strategically devised an interactive combat system that bolsters strategic gameplay depth and enhances replayability, delivering an immersive gaming experience.

• Utilized Unity Gaming Services in tandem with Mirror Networking to achieve a rapid implementation of the multiplayer mode, resulting in a 40% reduction in development time while ensuring smooth and seamless multiplayer experiences.

Magnum : Cross-Platform Application

Esprit University • https://github.com/Druid-ESPRIT • January 2022 - June 2022

• Led and coordinated a team of 6 members, fostering collaboration through Git for efficient project development and version control.

• Developed and integrated a subscription feature into the cross-platform application, enhancing user engagement and monetization potential.

• Implemented seamless e-commerce functionality using Stripe API, enabling users to shop for products within the application, resulting in a streamlined and secure transaction process.

SKILLS

Programming Languages: C#, C, C++, JavaScript, Java, Solidity, HTML5, CSS, PHP

Industry Knowledge: Game Design, Level Design, Prototyping, Multiplayer Networking (Mirror, Photon), Virtual Reality (VR UI/UX), Performance Optimization, 3D Modeling (Maya, Blender), Animation (Character Animation, Rigging).

Game Engines: Unity 3D, Unreal Engine

Frameworks : Spring Boot, Symfony, ASP.NET, Node JS

Database Management : MySQL, MongoDB

Version Control and Tools: Git (GitHub, GitLab)