Mohamed Erziki

+212 644215984
mderziki@gmail.com
Benguerir City, Morocco
www.mohamedderziki.me

Unity - XR Developer

Unity Developer with over 4+ years of experience. I built games and apps VR also AR, skills including Innovation, interaction, 3D, motion visual, and prototyping work. I have a passion to learn everything new in the industry of 3D and VR/AR

SKILLS

Programming Languages: C#, Java, Kotlin, Python, SQL Programming, JSON, .NET, XML.
Software/Tools: Unity3D, 3Ds Max, Blender, Vuforia, ARCore, ARKit, Unity Bundle, Unity assets, Android Studio.
Frameworks and Libraries: OpenGL, DirectX, Windows API, Rest API, 3DS max python API.
IDEs: Visual Studio, Eclipse, Android Studio, Mono Develop.
Version Control: Perforce, Git, Unity Collab.
Project Management: Jira, Trello, Slack, Notion.
Languages: English Conversational

EXPERIENCE

Aug/2022 - Oct/2022

Unity Developer: Virtual reality Tour of the Campus

- Individually built a Virtual tour working Interactive UI using Unity Canvas, SteamVR to run on VR
- developing VR app works on Desktop (HTC Vive) and Android (Oculus) which uses XR Interaction Toolkit and OpenXR.
- Created VR software within a highly dynamic and interative environment.
- Design, develop, test, and maintain quality code and documentation.
- Developed prototypes and experiments, while researching and recommending new ideas, new tools, and technologies.
- ❖ Video link: https://youtu.be/KRktcENyU20

Oct/2022 - Nov/2022

Unity Developer: Augmented Reality App for Furniture

- Individually built an AR Place furniture working Interactive UI using Unity Canvas to run on AR
- developing AR app works on Android which uses AR Foundation and ARCore XR Plugin, UnityUI and TextMeshPro.
- Design, develop, test, and maintain quality code.
- ❖ Video link: https://youtu.be/UBYEtmNYOcU

Apr/2021 - Jun/2022

Unity Developer: Fire Extinguisher Simulator in VR

- Individually modeling Train using a blender.
- Inside the train use point lights for lighting in Unity.
- Particle System to create fire, smoke and for the foam effects of the fire extinguisher.
- Interactive Objects using SteamVR to run on VR.
- Design, develop, test, and maintain quality code.
- ❖ Video link: https://youtu.be/VKLQrMd8FZI

Dec/2021 – Apr/2022

Unity Developer Intern (Confidential): Veezen VoiceBot in VR

- Analyze problems and define/Implement solutions.
- Individually built a fully-fledged working Graphic software tool for Confidential to increase efficiency in creating content.
- Built a python client-server script logic that runs robustly to retrieve information stored from the database server and update the names on the FBX model overall increased 90% the efficiency of FBX model building.
- Quality testing products and running performance test to find a way to eliminate bugs.
- Maintained systems once they are updated every day.
- Collaborated with illustrators and engineers to implement new developments, help build features, and solve creative problems.
- Worked as a team, contributing to important design decisions and conversations.

PROJECTS

Unity Project Skater Run

- Levels Design
- ProBuilder
- Universal render pipline
- Shader Graph
- TextMeshPro
- Post Processing
- Animations

❖ Video link: https://youtu.be/7vZbtIXcfzE

Unity Project Stack Game

- Levels Design
- TextMeshPro
- Particle systems
- Animations

❖ Video link: https://youtu.be/SXAa6QQzKdA

Unity Project Race 3D Game

- Levels Design
- Cinemachine
- ProBuilder
- Universal render pipline
- Shader Graph
- TextMeshPro
- Post Processing
- Animations

❖ Video link: https://youtu.be/xlP3w2RbBi8

Unity Project Passanger Game

- Levels Design
- Cinemachine
- ProBuilder
- TextMeshPro
- Animations
- Particle systems

❖ Video link: https://youtu.be/nFWln20GVyA

Unity Project Kick Game

- Levels Design
- ProBuilder
- TextMeshPro
- Universal render pipline
- Shader Graph
- Post Processing
- Animations

❖ Video link: https://youtu.be/hfNsRFjmnBY

Unity Project Color Run Game

- Levels Design
- Cinemachine
- ProBuilder
- Universal render pipline
- Shader Graph
- TextMeshPro
- Animations
- Post Processing

❖ Video link: https://youtu.be/UBfofvYLdMc

CERTIFICATES

❖ **Introduction to Virtual Reality - May 23, 2022**
University of London - Verify at: https://coursera.org/verify/3MLNBUZ48WBG

❖ **3D Models for Virtual Reality - May 25, 2022**
University of London - Verify at: https://coursera.org/verify/5C6TNK6BW6KQ

❖ **Building Interactive 3D Characters and Social VR - June 2, 2022**
University of London - Verify at: https://coursera.org/verify/QV79EZN6YCHN

❖ **3D Interaction Design in Virtual Reality - June 1, 2022**
University of London - Verify at: https://coursera.org/verify/VWCENB4PJCVE

❖ **Making Your First Virtual Reality Game - June 6, 2022**
University of London - Verify at: https://coursera.org/verify/AW3PW7LWSNA8

❖ **Project Management: The Basics for Success -** May 22, 2022
University of California, Irvine - Verify at: https://coursera.org/verify/MLSGS2WP3GB5

❖ **Foundations of Project Management -** May 27, 2022
Google - Verify at: https://coursera.org/verify/U438BKBU4DMP

EDUCATION

Jun/2021 - Present
Moroccan Digital University
- Introduction to XR: VR, AR, and MR Foundation.
- Mobile VR App Development with Unity.
- Handheld AR App Development with Unity.

Dec/2021 - Jun/2022
UM6P - IDC & VR Innovation Academy
- General knowledge of Augmented Reality, Virtual Reality, and Mixed Reality.
- Project management tools and techniques while working on AR and VR immersive projects.
- Modeling, Texturing, Rigging, and Animation of the assets for AR and VR applications
- Interactive application development basic and advanced
- Scripting and programming techniques within interactive application development
- Collaborative work in multi-skilled groups

Jun/2015 - Present
Self-Education
- Game development Unity3D
- Modeling blender, Autodesk 3Ds Max, Autodesk Maya.
- Programming Languages: C#, Java, Kotlin, Python, HTML/CSS, PHP.
- Mobile application and web development.
- Management skills.
- Learn business English, Public speaking.

Nov/2014 - Jun/2015
Essalam High School Benguerir
- Mathematics and physics.

INTERESTS

Bike - Football - karate - Video Games