

# Mohamed Erziki

## Unity - XR Developer

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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

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**Programming Languages:** C#, Java, Kotlin, Python, SQL Programming, JSON, .NET, XML.

**Software/Tools:** Unity3D, 3Ds Max, Maya, Blender, SQL, Vuforia, AR Core, AR Kit, 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.

## EXPERIENCE

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### 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 interactive 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

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### Untiy Project Skater Run

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

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

### Unity Project Race 3D Game

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

❖ Video link: <https://youtu.be/xIP3w2RbBi8>

### Unity Project Kick Game

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

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

### Unity Project Stack Game

- Levels Design
- TextMeshPro
- Particle systems
- Animations

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

### Unity Project Passanger Game

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

❖ Video link: <https://youtu.be/nFWIn20GVyA>

### Unity Project Color Run Game

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

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

# CERTIFICATES

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## ❖ 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

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## 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

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**Bike - Football - karate - Video Games**