MOATAZ HELLAL

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EXPERIENCE

Intern in AI Development for Train Simulator   *February 2024 – August 2024*
CORYS Dynamic Simulation   *Grenoble, France*

Joined the R&D team of the Transportation Unit to develop an AI module for rail passenger simulation using Unreal Engine 5:

- Collaborated with a team to simulate realistic boarding and alighting flows through Smart Objects, Behaviour Trees and State Trees
- Assisted in the design of the module's architecture and its implementation through c++ and Blueprints.

VR Game Development Intern   *June 2023 – September 2023*
Lanterns Studios   *Tunis, Tunisia*

Contributed in the development of a VR shooter featuring time-manipulation mechanics using UE5:

- Implemented smart AI behavior using Unreal's perception system and EQS
- Participated in gameplay features development, involving design and implementation of abilities, weapon system and Chaos particle destruction.

Game Development Intern   *June 2022 – September 2022*
Lanterns Studios   *Tunis, Tunisia*

Participated in the development of a physics-based puzzle game using UE4:

- Implemented realistic physics system and elemental interactions.
- Contributed to the design and development of gameplay features focusing on intricate puzzles and obstacles

Freelancer
                                                                   Tunis, Tunisia

- Took part, within a startup setting, in the creation of a VR assistant for train passengers, which involved crafting multi-functional maps using Unreal Engine 4.
- Instructed and mentored junior game developers in Unreal Engine 5.

PROJECTS

Academic Project : Virtual Furniture Tester   *January 2023 – May 2023*
National Institute of Applied Science and Technology   *Tunis, Tunisia*

- Developed an Augmented Reality mobile application facilitating the virtual placement of furniture within domestic environments using UE5 and a combination of Blueprints and C++ scripts.

Library Of Games
                                                                   Tunis, Tunisia

A portfolio containing a collection of games from a wide range of genres: Multiplayer FPS, RPG, VR ... Available here.

EDUCATION

Master's Degree in Software Engineering   *September 2019 – October 2024*
National Institute of Applied Science and Technology

Graduated with high honors as a Software Engineer at National Institute of Applied Sciences And Technology

SKILLS

Frameworks: Unreal Engine , Unity , ARCore.
Programming Languages: C++, Blueprints, C#, C, Java , Javascript , python , SQL.
Developer tools:Perforce, Git, Github, Android SDK, Docker.
Graphic design and 3D software: Blender, Photoshop.

LANGUAGES

Arabic(Native),**English** (Full professional proficiency), **French** (Full professional proficiency), **Japanese** (Conversational), **Spanish** (Conversational).