

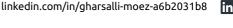
Moez Gharsalli

Gaming Engineering student

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TECHNICAL SKILLS

Symfony, Laravel

Windows, Linux

Visual effects

brainstorming

Metaverse

C#, C, C++, Java, JavaScript, Php, HTML5

Oracle, MySQL

Graphic design

video game level design

Blockchain

UML, Git, Agile Methodologies

calibration

NFT

Passionate gaming engineering student with different types of projects and achievements Seeking an internship to develop my skills and ready to have more challenging projects and expertise in all areas of game programming, including development, coding, and troubleshooting

WORK EXPERIENCE

Game Programmer CORKBRICK EUROPE

04/2022 - 06/2022

Achievements/Tasks

 Analyze problem, define solutions and collaborated with illustrators and engineers to implement new developments, help build features, and solve creative problems C/C++, C#, SQL, JSON, API Visual Studio, Git, Unity3D, 3DS Max, blender, Unity bundle, unity assets

Modelization and animation 3d

VAAIT

01/2020 - 03/2020

Achievements/Tasks

 Visualization architectural 3d, animation et rendering 3d.

 Technologies: 3ds max, blender, zbrush, adobe (Ai, Ps, Ae)

Freelance

Tunisia

07/2021 - 02/2022

Courses

 Creating educational/2D/3D game, interactive applications, building the game architecture and core systems. Digital art, Games development Technologies: Unity and C#

EDUCATION

Unity, Unreal Engine

3ds max, blender, Zbrush

bachelor's degree in mathematics (2014 - 2018)

Esprit Engineering School (2019 - Present)

ACADEMIC PROJECTS

Software development

VineWood

03/2020 - 05/2021

- Achievements/Tasks
- In this desktop application me and 5 other students used C++, QT to build a desktop application for a Cinema agency.
- Key-word : Arduino , Qt , c++ , UML..

2D Game development

BoxStone

01/2019 - 06/2020

Achievements/Tasks

built a 2D game using SDL and C++. For Game controller: Arduino, Proteus 8, SDL simulation. Adobe Pack for design: PS, Ai, Pr, Ae.

Integration and development project

MetaStone

01/2022 - 05/2022

- Achievements/Tasks
 - Using Java with JavaFX to develop the desktop application and Codename One for the mobile application.
 - Implementation of Symfony to consolidate front and back services into a single framework in the form of separate Bundles.
 - Java, JavaFX, Codename One, Symfony, PHP, Agile (SCRUM), Git

LANGUAGES

Arabic

Native or Bilingual Proficiency

English

Professional Working Proficiency

Frensh

Professional Working Proficiency

INTERESTS

