



Moez Gharsalli

Gaming Engineering student

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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#

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

TECHNICAL SKILLS

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

Symfony, Laravel

Oracle, MySQL

Unity

UML, Git, Agile Methodologies

Windows, Linux

Graphic design

Visual effects

calibration

brainstorming

NFT

Blockchain

Metaverse

video game level design

3ds max, blender, Zbrush

Unity, Unreal Engine

EDUCATION

bachelor's degree in mathematics
(2014 - 2018)

Esprit Engineering School (2019 - Present)

LANGUAGES

Arabic

Native or Bilingual Proficiency

English

Professional Working Proficiency

Frensh

Professional Working Proficiency

INTERESTS

Practicing sport (fitness)

Gaming

drawing/sketching

Streaming

graphic design

art

Reading Books (favourite genre: Comic, self-help books)