

Mouheb Sliti

Full-Stack VR & Systems Developer

✉ mouheb.sliti@gmail.com ☎ +216 93 699 340 📍 Lac 1, Tunis, Tunisia

🌐 My LinkedIn 🌐 My Portfolio



I am specialized in Unity development, dedicated to creating interactive digital worlds. My focus is on developing innovative solutions that integrate networked systems, combining technical expertise with creative vision to craft immersive and engaging experiences.

🧠 SKILLS

Unity, XR SDKs, NodeJs, MongoDB, CI/CD
LLMs, Python, GCP, Docker, Linux, MCP
Git, Confluence, Jira
Poster/Demo creation

🏆 AWARDS

The Blockchain Fest Event, Paxful

- Recognized as **2nd place** for outstanding performance and innovative solutions in blockchain technology at a prestigious industry event.

Fintech Hackathon, MSB SMU IEEE

- Achieved **3rd place** in a competitive hackathon, demonstrating skills in blockchain and fintech solutions through creative problem-solving.

📄 CERTIFICATES

Computer Science Engineer Degree : ESPRIT — Specializing in Immersive Multimedia Applications and Game Development

Unity Professional Programmer : Unity Technologies — Certification designed for programmers with 5+ years of experience.

📁 PROFESSIONAL EXPERIENCE

Research Engineer : Unity XR Developer, Sofrecom Tunisia

Creating innovative Unity projects that integrate XR, AI, and Blockchain technologies
Handling Backend development, Networked solutions, Database management and Integration within internal environments
Experienced with XR publishing platforms and development pipeline

Intern : Full Stack Developer, Orange Tunisia

Full-stack development using **MEAN**, covering both client-side and server-side programming, and overseeing database management.

Game Development Instructor, GoMyCode Tunisia

Teaching students the fundamentals of game development, including game design, programming, and development tools, through practical projects and hands-on experience

📁 PROJECTS

Orange eXtended Shop :

Developed a Unity VR app and XR platform integrated with Orange's production systems via TM Forum APIs. Enabled real-time virtual retail, partner interactions, and personalized experiences backed by a Node.js gateway ensuring seamless data synchronization and secure transactions.

- Unity, Meta SDK, Node.js, TMF APIs, CI/CD, Kafka, React, OpenShift

BrunoBot : The Virtual Assisant

Developed a real-time, voice-interactive 3D avatar of Orange's CTO & Innovation Officer featuring Bruno Zerbib's authentic voice and lifelike digital avatar. Enabled users to ask multilingual voice questions about Orange's innovations and IT trends, with instant natural voice responses in Bruno's voice.

- Unity, Python, LLM, STT/TTS, REST APIs, 3D Avatars

SofreVerse

Multi-user digital copy for Sofrecom Tunisia's office, enhancing remote working experience with your customized avatar through virtual meetings, screen sharing, immersive desktops and many more

- Unity, SteamVR, ExpressJS, AI NPCs, WebRTC, ThirdWeb SDK