

YOUNES SALLAMI

Game developer student

@ younes.sallami@esprit.tn ☎ +216 56 066 956 📍 Boumhal, Ben Arous, Tunisia
in <https://www.linkedin.com/in/younes-sallami-b07743257/>



SUMMARY

As an IT engineering student with a vibrant enthusiasm for game development, I am dedicated to advancing my skills in this dynamic field. My objective is to not only excel as a game developer but also to acquire valuable real-world experience through engaging internships.

BACKGROUND EDUCATION

Computer engineering degree

ESPRIT

📅 Sept 2021 – Present 📍 Tunis, Tunisia

bachelor degree in mechanical engineering

The Higher Institute of Technological Studies of Nabeul

📅 Sept 2018 – June 2021 📍 Nabeul, Tunisia

High school Degree

Hamam-Lif high school

📅 June 2018 📍 Hamam-Lif , Tunisia

SKILLS

Adobe

After effects | Lightroom | Premiere Pro | Photoshop

Game development

Unity | Unreal engine | Mirror networking | node.js | Vivox

XR development

Hurricane VR | Vuforia | oculus integration

3D modelling

Autodesk Maya 3D | Blender

UI design

Figma | Adobe XD

Frameworks

Spring Boot | Flutter | .NET

Blockchain

Solidity | MetaMask

Version control

Github | Gitlab

Database management systems

MongoDB | MySQL

DevOps

Docker | Jenkins | Sonarqube | Nexus | JUNIT/Mokito | Grafana

INTERNSHIPS

Engineering Internship

Streamlined Service Management

📅 July 2023 – August 2023 at "Tetra Agency"

Developed a Flutter and Node.js-based app for efficient appointments and services management, ensuring seamless communication between frontend and backend.

Flutter | Node.js | User Experience

Company immersion Internship

Project Navigator

📅 July 2022 – August 2022 at "Scale-up"

Contributed to 'Project Navigator,' a Symfony-based website for efficient project management. Led front-end design, backend integration, and database optimization.

Symfony | Front-end Design | Backend Integration

ACADEMIC PROJECTS

Vikings game



- A Third player perspective Desktop game that offers stunning graphics, clear UI, AI enemies, combat system and inventory system.)

Unreal engine | Blender

Fleshpit



- Fleshpit is a third person perspective mobile multiplayer with 2.5D camera game including, quest system, craft system, inventory system and abilities for each characters exploring the human organs.

Unity engine | node.js | Mirror networking | Vivox

Bank Heist VR



- Bank heist is a VR Desktop game that involves around robbing a bank and solving puzzles, accessing lockers and doors secret code.
- Patrol guards, NPC companion, inventory system, melee weapons and guns handling.

Unity engine | Hurricane VR | Gitlab

Smart Esprit



- Desktop application that manages my university's resources (students, dormitory, restaurant...).

C native | Ubuntu | Glade GUI