

Aziz Slimen

Unity Developer

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Professional Experience


Unity Developer, *Envast*

07/2020 – present | Sousse, Tunisia

- Developed and published 2D and 3D educational augmented reality (AR) and interactive games for cross-platform deployment including iOS, Android, WebGL, and Windows.
 - Created various tools, reusable systems, clean user interfaces, and optimized UI elements for content within Unity.
 - Integrated APIs and worked with databases to enhance game functionality.
 - Built games based on design patterns all while resolving challenges and respecting the SOLID principles.
 - Provided technical guidance and support to team members.
 - Integrated SDKs and third-party plugins like ARCore and Firebase.
 - Debugging, profiling, bug fixing, and optimizing game performance for different hardware requirements and enhancing stability.
 - Created fluid animations using both code-based and keyframe-based approaches within Unity.
 - Worked in an Agile environment, using the Kanban methodology to collaborate with team members, and ensure better task management and timely delivery.
- **Technical environment:** ClickUp, GitLab, Unity, C#, Kinect for Windows SDK, 2D character rigging, RestClient, JsLib, JetBrains Rider, Unity Asset bundles, Unity Addressables.

AR Developer (BSc Graduation Project), *3D Wave*

02/2019 – 07/2019 | Sousse, Tunisia

- Created an AR application that serves as a companion piece for a children's school book. (**Find it here**) 
 - Integrated art, 3D assets, and sound assets into the application all while ensuring a smooth and optimized workflow.
- **Technical environment:** Unity3D, C#, Visual Studio, Vuforia.

Education

Computer Science Engineering degree,

2019 – 2022

Higher Institute of Applied Sciences and Technology of Sousse

Summer School - Game Design and Development / Multidisciplinary Game Research,

2017

Utrecht University – University of Applied Sciences Utrecht


Bachelor's degree in Computer Science,

2016 – 2019

Higher Institute of Applied Sciences and Technology of Sousse

Projects


Class Quiz

An educational game that offers multiple interactive exercises and provides an entertaining way of learning for students. Through this project, I learned the best optimized ways for working with Unity UI, how to efficiently load data and handle remotely hosted (cloud assets) and local assets efficiently using asset bundles and the Unity addressables system, and implement our work with an **architecture based on the model-view-controller (MVC) design pattern** .

Link: <https://play.google.com/store/apps/details?id=com.Envast.KidsQuiz> 

Computer vision app

Android mini project (using android studio, java, python, and flask) to develop an application that serves face recognition functionalities (upload picture with label, upload unknown picture and classify it, apply custom filters on pictures)

Link: https://github.com/Slimen-Aziz/mobi_vision 

Kinect MoCap

A markerless motion-capture system that allows to record basic rigged animations and visualize them.

Through this project, I experimented with the Xbox Kinect SDK and the manipulation of BVH animation files.

Link: https://drive.google.com/file/d/1_rQk3dbKqqsslFDvzr5w7RNWAr8GBdb2/view?usp=share_link 

Camille

A 2D detective themed game. My achievements in this project included mastering the WebGL platform and the addition of new levels and features ensuring smooth gameplay.

Link: <https://envast.tn/Maltraitance/> 

Gloulou AR

An augmented reality real estate application that displays 3D Buildings and models of architectural plans.

Through this app, I was able to experiment with the ARCore SDK.



Skills

Unity Engine

C/C++

Git

SQL

Java

HTML,CSS, JavaScript

PHP

.NET C#

Python

Adobe XD

PostgreSQL, MySQL

Adobe Photoshop



Languages

Arabic

Native language

French

Bilingual

English

Fluent