

Tarek Halloul

Passionate Software Engineer & Game Developer

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Hello, I'm Tarek, a software engineer and game developer with expertise in Unity Engine. My passion lies in game and web technologies, utilizing Angular or React for the frontend and either Spring Boot or Nodejs as backend.

Work Experience

Angular Developer

Feb 2024 - May 2024

Webify Technology | Governorate Sousse, Tunisia

Implementing, correcting, and debugging Angular client applications as a frontend developer.

Instructor

Aug 2021 - Jan 2024

GOMYCODE | Sousse, Tunisia

Train young developers in the world of video game development using the Unity game engine.

Student Intern R&D (PFE | ESP)

Feb 2023 - Sep 2023

Lanterns Studios | Governorate of Tunis, Tunisia

Started, since February first, my end of study internship in engineering as a gameplay programmer at Lanterns Studio. I'll be updating my game development skills using Unreal Engine and making a step into the game industry.

Student Intern (PFA | EYP)

Mar 2022 - Jun 2022

CAMELSOFT LLC | Sahloul, Tunisia

Full-stack web development internship with the use of Angular technologies for frontend development as well as Spring Boot for the backend development of a 3D model sales site using the Three JS library for the manipulation of 3D elements.

Student Intern (PFE | ESP) Feb 2019 - Jun 2019

ENVAST | Hammam Sousse, Sousse, Tunisia

Creation of an educational application with augmented reality technology, use of Vuforia technologies and development based primarily on Unity 3D.

Technical assistant Intern

Jun 2018 - Jul 2018

TunisieTelecom | Hammam Sousse, Sousse, Tunisia

Setup and maintenance of new abonnements and the maintenance of ADSL line installations.

Core Skills

Web development, Software Development, Game Development, Soft Skills, html5, css3, scss, JavaScript, OOP, version management with Git, Firebase, Adobe Photoshop and Illustrator, Algorithms, Agile Scrum, Web APIs, Restful web services, Angular, React, Unity engine, Unreal engine, C++, C#, Java, Python, Spring boot, NodeJS, Typescript, Three JS, jQuery, PyTorch, MySQL, SQLite and MongoDB and docker.

Education

EPI - International Multidisciplinary School

Sep 2020 - Sep 2023

Software engineer Computer sciences and software engineering GPA Graduated with honors.

ISITCOM Hammam Sousse, Tunisia

Jan 2016 - Jan 2019

Bachelor's degree Computer Science and Communications Technologies GPA Graduated with honors.

Projects

Unity and Unreal Engine Projects:

Developed various gameplay styles including card games, narrative games, puzzle games, educational games, and indie games.

Integrated AR into games and simulations.

Web Development Projects:

Built web applications (e-commerce apps, websites, ...) using Angular, Spring Boot, and NodeJS.

Languages

Arabic: Native

English: Fluent

French: Fluent