

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 Dotnet, Spring Boot or Nodejs as backend. Adaptable and self-reliant, I focus on developing my technical and personal skills to advance in the field of information technologies.

Work Experience

Mobile Developer (Freelance)

Oct 2024 - Mar 2025

Homeo | Sousse, Tunisia

Implementation of a GPS detection solution with GeoApify in the admin version of the Homeo application.

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 from 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

Set up 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, Blender, C++, C#, Java, Python, Spring boot, NodeJS, Typescript, Three JS, jQuery, PyTorch, MySQL, SQLite and MongoDB, docker, Latex, Google Gemini, ChatGPT, DeepSeek (The AI tools are used mainly for research and coding assistance).

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

Dotnet, Unity and Unreal Engine projects:

Development of various gameplay styles, including card, narrative, puzzle, educational, and casual games. Integration of augmented reality into games and simulations. Among my various projects, I can mention:

- The creation of a prototype role-playing game generator (D&D) called "MUD generator" to convert an adventure book into a complete role-playing game that allows a user to explore the adventures of these books in a Dotnet console application or a web app version.

[Dotnet – PdfPig – Json – AspNetCore – OpenApi] [Under development...]

- A tool for converting multiple images into a PDF file using Dotnet technology.
[Dotnet – PdfSharp]
- My final project for my computer engineering degree for a commercial video game development studio, "Lanterns Studio," entitled "LMM" allows for the implementation of a system for recording multiple animations of a humanoid character into a single animation that transforms and changes according to the player's decisions.
[Dotnet – ONNX – Unreal Engine – Unity – PyTorch – C# – Python – C++]
- Implementing augmented reality in a children's reading app at Envast, where I used Vuforia technology and the Unity game development engine to create a mobile app dedicated to children on behalf of the Kounouz publishing house.
[Unity – Firebase – Vuforia – Figma]
- The creation of an interactive mobile application prototype for children for the startup "DM nova" with an interactive objective for educational purposes using the Unity video game development engine, Vuforia technologies and Figma for the user interface design.
[Unity – Firebase – Vuforia – Figma]
- Creating multiple styles of 2D and 3D games exploring the potential of the Unity engine.
[Unity]

Web Development Projects:

Creating web applications (e-commerce applications, websites, etc.) using Angular, Spring Boot, Dotnet and NodeJS. I can name the projects that fall under this category:

- An online document editor for creating and editing DOC or PDF documents. This full-stack project, as its name suggests, is divided into a React client part and a Dotnet backend part.
[React – Dotnet – Typescript – tailwindcss – tiptap library] [Under development...]
- Deux Multiples version de projets Web vitrine présentant mes projets réalisés en tant qu'ingénieur et développeur informatique depuis le lancement de mon parcours dans ce domaine.
[Angular – Threejs – React]
- An online training site backend for students using NodeJS.
[NodeJS – Postman – JavaScript]
- Creating a Symfony CRUD to build a web application for managing wheat silos.
[Symfony – MySQL]
- Creating an e-commerce website using Angular and Three.js for 3D product presentation.
[Angular – Spring Boot – Three.js]

Mobile Development Projects:

- Implementing a geolocation solution on a startup's product called "Homeo," a mobile application, in which I implemented and tested the use of a geolocation widget allowing the location of a customer and a professional using GeoApify.
[Flutter – Dart – GeoApify]

Languages

Arabic: Native
English: Fluent
French: Fluent