Naiji Adham
computer science student

Contact

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⊙ https://github.com/adhamnaiji

Education

ISITCOM HAMMAM SOUSSE

Bachelor in computer science

2020 - 2023

SAID_BOU_BAKER MOKNINE

Mathematics Bachelor

2020

Skills

- Video games engine :Unity
- Language : C#
- Software:blender/ Photoshop/Illustrator
- DataBases : Sql , Firebase, Sqlite
- Team Collaboration
- Communication Skills

Langages

- Arabe (Native)
- Frensh
- English

Experience

SUMMER INTERNSHIP
CGI-STUDIO
June 2022 - July 2022

- Program a 3D game using unity (C#)
- Using cinemachine
- Player mouvement
- Caracter Animations
- using NavMesh(AI)
- Build webGl
- Use blender to create a 3D objects

Personal Projects

RUNNING GAME

https://play.unity.com/mg/other/runner-game-6

- Program a fast-paced endless side-scrolling runner game where the player needs to time jumps over oncoming obstacles to avoid crashing.
- Adding music and sound effects.
- Create dynamic endless repeating backgrounds.
- Incorporate particle effects like splatters and explosions

CRASH GAME

https://play.unity.com/mg/other/destroy-d

- program a game to test the player's reflexes, where the goal is to click and destroy objects randomly tossed in the air before they can fall off the screen
- Implement a User Interface (UI)
- Implement a difficulty select menu.
- Adding a Game Over screen and Restart Button

interests

- Problem Solving | Arduino | Gaming
- Clubs | Volunteering