ADHAM NAIJI

Second-Year Engineering student in Computer Science, Web Technology, and Multimedia.

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HIGHER EDUCATION

2023 – present	**Engineer's Degree in Computer Science, Web Technology and Multimedia** Higher Institute of Computer Science and Multimedia of Sfax
2020 – 2023	**Bachelor in Computer Science** Higher Institute of Computing and Communication Technologies of Hammam Sousse

INTERNSHIPS

Leanios
2023, 2 months

Summer Internship
- Developed new features for the Leanios platform using Ruby on Rails.
- Applied RSpec for testing to ensure code quality and reliability.
- Followed Scrum methodology, participating in sprints, stand-ups, and backlog refinement.
- Collaborated with a team using Git and GitHub for version control and seamless feature integration.
- Gained hands-on experience in Agile software development practices.

Keywords: Ruby , Unit Testing (RSpec) ,Web Development.

Tadreex
2023, 4 months

Graduation Internship - VR First Aid Training
- Develop a virtual reality (VR) simulation game focused on first aid training (foreleg and forearm bleeding).
- The game offers an immersive and realistic experience, enabling players to acquire practical first aid skills.

Keywords: XR Interaction Toolkit , Teleportation , Grab interaction , Blender , Rigging , UI .

CGI STUDIO
2022, 1 month

Summer Internship
- Programing a 3D game(RPG) using unity.

Keywords: cinemachine , Character Animations , NavMesh(AI) , Raycast , WebGl , Blender , ProBuilder.

PERSONAL PROJECTS

Link

VR Safety Simulation (Sousse Simulation Center).
- Contact Precautions against Multidrug-Resistant Organism transmission. This allows doctors to enhance their skills and ensure patient safety.

Keywords: XR Interaction Toolkit , Teleportation , Grab interaction , Blender , UI , Safety.

Link

VR Cesarean Simulation
- Immersive VR game that simulates the experience of a Cesarean section. This innovative project aims to provide a unique educational experience and a deeper understanding of this crucial medical procedure .

Keywords: XR Interaction Toolkit , Teleportation , Grab interaction , Blender , UI .

Link

VR Escape Game
- The main objective of this virtual reality game is to go to the scene, gather hints, and escape from this island as a hunter whose boat breaks and finds himself on an island without a way to call for help.

Keywords: XR Interaction Toolkit , Teleportation , Grab interaction , Blender , UI , Hand Tracking .

Link

VR Ice Slicer Game
- a virtual reality game with beat saber inspiration. The objective is to slice randomly generated cubes, whose speed increases over time to earn greater scores .

Keywords: XR Interaction Toolkit , Blender , UI ,Ezy-Slice (open source mesh slicer) .

Link

AR Watch Shopping (Mini-Project)
- This small project's primary goal is to create an augmented reality watch purchasing experience.

Keywords: AR foundation and AR core .

Link

TaskNow (website)
- The healthcare sector is constantly evolving, and demand for nursing services is growing all the time. Against this backdrop, setting up an online booking system for nursing.

Keywords : Web development , Angular , SpringBoot , MYSQL , Github .

Link

HealthHive (website)
- inspired by the success of platforms like Doctolib, aims to revolutionize the way people access healthcare services. By providing a convenient and user-friendly interface, we empower users to easily schedule appointments with a diverse range of healthcare professionals, promoting timely access to quality care. Our mission is to enhance the patient experience and streamline healthcare

Keywords : JEE, MYSQL , Github .

Link

WinouNappy
- This project is a game-based learning adventure game for kids that helps them with math and increases their memory workout and creativity .

Keywords : Figma (UI/UX) , 2D .

Skills

Programming: C#, Java, Python.

Web Development: Angular, Ruby on Rails, Spring Boot, HTML, CSS, JavaScript.

Mobile Development: Android Studio, AR Core, AR Kit.

Software: Unity, Blender, 3DsMax, Photoshop, Illustrator, Figma.

Technologies: Vuforia, Photon, REST API, DoTween, AR Foundation.

DevOps: Docker, Kubernetes, OpenShift, CI/CD Pipelines.

Database: SQL, Firebase, SQLite, MongoDB.

Software Engineering: UML Modeling · Software Architectures · Design Patterns.

Soft Skills: Problem Solving · Verbal and Written Communication · Work Ethic.

Extracurricular Activities

JCI Menzel Fersi · Founder Member	Sep. 2021
IEEE ESSTHS Student Branch · Active Member	Nov. 2023 - Present
Member In Commun Spaces Project · USAID - ACTION POSITIVE	May 2022 - May 2023
Media Advisor · JCI Menzel Fersi	Sep. 2023 - Sep. 2024

Skills

Programming: C#, Java, Python.

Web Development: Angular, Ruby on Rails, Spring Boot, HTML, CSS, JavaScript.

Mobile Development: Android Studio, AR Core, AR Kit.

Software: Unity, Blender, 3DsMax, Photoshop, Illustrator, Figma.

Technologies: Vuforia, Photon, REST API, DoTween, AR Foundation.

DevOps: Docker, Kubernetes, OpenShift, CI/CD Pipelines.

Automation & Web Scraping: Selenium, Python Scripting, Web Automation Tools.

Database: SQL, Firebase, SQLite, MongoDB.

Software Engineering: UML Modeling · Software Architectures · Design Patterns.

Soft Skills: Problem Solving · Verbal and Written Communication · Work Ethic.

Competitions

2nd Place in Global Game Jam 2024 · Polytechnique Sousse
3dnd Robonerds 1.0 (Line Follower) · IEEE ESSTHS - GoMyCode Sousse

Languages

Arabic :   Native
English :   Intermediate
French :   Intermediate

Hobbies

 I'm interested in problem-solving, gaming, and volunteering. I enjoy exploring new technologies for gaming and actively seek out volunteer opportunities to give back to my community. My ultimate goal is to make a meaningful contribution to society.

Google drive Link:

Google drive Link