

# MOEZ GHARSALLI

Gaming Engineering student

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## Profil

Passionate gaming engineering student with different types of projects and achievements Seeking an internship to develop my skills and ready to have more challenging projects and expertise in all areas of game programming and designing, including development, coding, and troubleshooting.

## Education

ESPRIT Engineering School

2019 - 2024

bachelor's degree in mathematics

2015 - 2019

## Work Experience

### Game Programmer

Corkbrick EUROPE - Portugal, Lisbonne

mai 2022 - august 2022

- "Interned at 'Corkbrick EUROPE' for 6 months, where I contributed to the development of 'Corkbrick Play', a survival game on Unity that focuses on construction and building. My role was to assist with the game design and level creation, as well as implementing and testing gameplay features : character control system and camera behavior, character customization, designed the character and game mechanics.
- Received positive feedback from my supervisor for my contributions to the game's design and level creation. This internship helped me to gain valuable experience in the field of game development and learn new skills in Unity."
- Utilized Unity engine, C# scripting, and Unity's terrain tools to create realistic environments.

### Game Designer

jan 2023 - Present

Tunisia, Ariana

- Developed 'Mind's Journey', a 2D Metroidvania game on Unity that deals with a hero fighting bipolar disorder. As a member of a two-person team, I was responsible for game design and narrative story development.
- Utilized Unity engine, C# scripting, adobe Photoshop, adobe illustrator and 2D Toolkit plugin for the game development. Worked closely with my team member on character development and level design. The game is in development.
- The game will be released on Steam and Itch.io.

## Academic Projects

### Metastone : Integration and development project

- Developed 'Metastone', a cross-platform project. collaborated with 5 teammates on the web development using Symfony, and mobile development using Codename One and desktop version using Java and Scene Builder.
- The project was completed in 20 weeks. The project helped me to gain valuable experience in cross-platform development, teamwork and agile development methodologies ( SCRUM ).

### VR Game Developer, Physics and Audio Programmer, Game Design, Team Production, UX Design

- Developed 'FLOCKED VR', a multiplayer 3D virtual reality arcade space shooter game using head based movement or controllers, you pilot a space fighter through.
- Coordinated the efforts of a team of 4 developers, programmers and designers. Using C#, Unity engine, Maya, Substance painter, Mirror to create an immersive experience.
- The game will be released on Steam store. The game is in development for 8 months.

## Technical skills

3D Modeling and Animation: Maya, Blender, and 3ds Max

Programming languages: C#, C, C++, Python, Php, Java, Spring boot, .Net, and JavaScript

Database management: such as MySQL, MongoDB and Oracle

Concept art: Photoshop and Illustrator

Game Engines: Unity

Asset pipeline, Shaders, Multiplayer (Photon, Mirror), Virtual Reality

Level Design: Experience in designing and creating game levels

## Project Management

OpenProject

Plaky

Trello

## Langues

English

Fluent

French

Proficient

English

Native