MOEZ GHARSALLI
Gaming Engineering student

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Profil

As a game developer student with Unity experience and Git proficiency, I have demonstrated my ability to work in a team environment to create engaging and immersive games. I am passionate about game development and eager to continue learning and growing as a developer.

Technical skills

Programming languages: C#, C, C++, Java, and JavaScript	**Game Engines:** Unity, Unreal Engine	**Concept art:** Photoshop and Illustrator
Database management: MySQL, MongoDB and Oracle	**3D Modeling and Animation:** Maya, Blender, and 3ds Max	**Level Design:** Experience in designing and creating game levels

Experience

Game Jam 2023
Feb 2023

Rootate - Tunisia, Nabeul

- Rootate : 2.5D puzzle game made with Unity, where the game screen is divided into four separate scenes, each depicting a different era in history.
- I formed the teams and I guided everyone towards something we were all passionate about, while keeping constraints and limitations in mind.
- Skills/Tools: Unity, C#, Trello, Git.

Game Designer
Jan 2023 - Present

Mind's Journey - 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.
- The game will be released on Steam and Itch.io.
- Skills/Tools: Unity(VFX Graph, Shader Graph, DoTween), C#, adobe Photoshop, adobe illustrator.

Game Programmer
May 2022 - August 2022

Corkbrick EUROPE - Portugal, Lisbonne

- "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."
- Skills/Tools: Unity, C#, Trello, Git.

Academic Projects

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

- 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.
- The game will be released on Steam store. The game is in development for 8 months.
- Skills/Tools: Unity, C#, JavaScript, Maya, Substance painter, Mirror to create an immersive experience, OpenProject, mattermost, Git.

Unity Game Development Projects

- Unity 2D Platformer : Developed a 2D platformer game with unique mechanics using Unity.
- Mobile Casual Game : Developed a mobile game with simple mechanics and engaging gameplay for casual audiences using Unity.
- 3D Puzzle Game : Created a 3D puzzle game using Unity's 3D tools.
- Mobile Endless Runner": Developed an endless runner game for mobile devices using Unity.

Education

Computer Engineering Diploma
2019 - 2024

Bachelor's Degree In Mathematics
2015 - 2019

Project Management

OpenProject , Plaky , GitHub, GitLab , Trello

Langues

Arabe	Native	
French	Proficient	
English	Fluent	