Asma SRAIRI

PROFILE

A **Software engineer** passionate about technology and creativity, specializing in software development, concept design, immersive environments, and digital art.

CONTACT

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- 📍 Soukra, Tunis, Tunisia
- in **LinkedIn Profile**

EDUCATION

2019-2024
Software engineering degree
ESPRIT (Higher school of engineering Telecommunication)

2015-2017
High school degree in technology
Manzah 1 High school

SKILLS

- Game development **(C ++, C#)**, Interactive Design
- Mobile development **(Flutter, Android Studio)**
- Web development **(React, Symphony, NextJs)**
- Concept/Environment Art **(UE5)**
- Digital Illustration **(Krita)**
- Communication Skills, Time Management

LANGUAGES

English (B2), **French** (B2), **Arabe** (native)

PORTFOLIO

View my work **here**

INTRESTS

- Digital Art
- Drawing
- Esports

PROFESSIONAL EXPERIENCE

Business Development Manager at *NewGen*   **12/2024-1/2025**
Publishing indie games
An experience as a game publisher for indie games developed by solo developers.

- Identified and supported promising indie games from solo developers.
- Assisted in launching games on Steam
- Developed strategies to increase visibility and audience engagement.
- Advised on pricing models and revenue optimization.

Game developer intern at *Craxis Agency*   **2023-2024**
VR (Virtual Reality) Furniture Experience
A VR showroom experience on Meta Quest 2 that showcases modern and Tunisian furniture. Users can explore a customizable virtual space, interact with detailed 3D furniture models, and visualize layouts in an immersive environment.

- Developed in Unreal Engine 5 with Blueprints and optimized assets.
- Created APIs and managed data with Node.js and MongoDB.
- Deployed via Vercel and handled version control with GitHub.

Web Applications *Freelance*
◇ **VocaJob**   **2023-2024**
A web app for managing internships and jobs for university students.

- Built the front end and server-side rendering using React and Next.js (TypeScript).
- Developed backend APIs (NodeJS)
- Managed database for user and job data in MongoDB

ACADEMIC EXPERIENCE

AR (Augmented Reality) applications
◇ **AR furniture Experience**   **2022-2023**
An AR app for placing and customizing furniture in real-world spaces.

- Built the AR experience in Unity with C# and Vuforia for object tracking.
- Developed the backend with Node.js, MongoDB, and deployed via Vercel.

◇ **AR Game of Thrones**   **2022-2023**
A mobile game inspired by Game of Thrones that features straightforward gameplay and engaging quizzes set in the rich world of Westeros.

- Created an AR experience in Unity with C# and Vuforia, focusing on object tracking and interactive features.
- Implemented backend solutions with Node.js and MongoDB, put it live on vercel with GitHub version control

Desktop games
◇ **AXE**   **2021-2022**
A first-person survival game where players build, craft, and team up to escape monsters.

- Designed 3D assets in Maya, textures, and UV maps for game environments and characters.
- Integrated axe mechanics and interactive environments in Unity using C#.
- Developed multiplayer features with Mirror for synchronized gameplay.

Mobile Applications
◇ **AInvest**   **2021-2022**
AInvest is an investment platform providing real-time insights, financial tools, and AI predictions to help users track and optimize portfolios, designed for both beginners and experts.

- Developed a user-friendly mobile app using Flutter and a secure backend with Node.js and MongoDB.
- Implemented Python web scraping tools to gather real-time financial data.
- Integrated AI-driven predictive analytics for smarter investment forecasting.