

Kais Khalifa

Software Engineering Student



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🔗 [My Portfolio](#)

🧠 SKILLS

Programming Languages

C#, C++ Java

Game Engine

Unity

Project management

Git, ClickUp, trello, Slack

🌐 LANGUAGES

Arabic

Native/Bilingual

English

Fluent

French

Proficient

🔗 INTERESTS

- Gaming
- Video Editing
- Event Organization

📄 PROFILE

Software engineering student with a focus on Unity game development, specializing in gameplay programming, algorithm design, and team-based project execution. Experienced in optimizing game logic and developing modular systems.

📁 PROFESSIONAL EXPERIENCE

Unity Intern, DM-Nova

06/2023 – 08/2023 | Sousse, Tunisia

- Refactored over 1,000 lines of poorly written C# code to deliver four mini-games for the Khotoua app: Unblock, Colorball, a simplified Plants vs. Zombies, and a Jigsaw Puzzle, reducing load times by 15%.
- Fixed over 20 gameplay mechanic bugs in mini-games, leading to a smoother gameplay and a 10% FPS increase.

Unity Intern, Envast

07/2024 – 09/2024 | Sousse, Tunisia

- Refined ClassQuiz game mechanics through design patterns like Object Pooling, Command, and Singleton, earning 95% positive feedback from beta testers during user trials.
- Contributed to release cycles for the V13 version, ensuring timely delivery and adherence to quality standards.
- Contributed to 5+ sprint planning sessions, optimizing task allocation and improving project efficiency by adhering to SCRUM methodology.

Part Time Unity Developer, ClassQuiz

10/2024 – present | Sousse, Tunisia

- Developed ClassQuiz's modular unit testing, and benchmarking system, reducing loading times to around 50%.
- Participated in redesigning xp and leveling logic of Classquiz which increased player engagement and playtime by 30%.
- Engineered a solution to customize application tasks automation during benchmarking, reducing setup time for testing scenarios.

🎓 EDUCATION

Software Engineering Degree,

Higher Institute of Applied Science and Technology of Sousse

2020 – 2025 | Sousse, Tunisia

- Relevant coursework: Algorithms, Data Structures, Object-Oriented Programming, Software Development.
- Graduating in 2025.

🧩 EXTRA CURRICULAR ACTIVITIES

Club President

- Directed membership growth initiatives within the club resulting in an increase from 26 members to over 60 members; cultivated strong engagement through regular meetings and collaborative projects focused on community impact.

Unity Tutor

- Delivered Unity and VR basics to 10 Singapore Polytechnic students over 4 days (in English), concluding with a custom school-assigned test. Also trained 14 club members in OOP and Unity through a game I designed.

📁 PROJECTS

2048 bubble shooter

- Combined 2048 and bubble shooter mechanics into a polished prototype, solving complex merging and trajectory logic.

Online Multiplayer Plugin

- Engineered a lightweight and reusable online multiplayer plugin utilizing Socket.IO over TCP, facilitating seamless real-time 1v1 gameplay within turn-based and race-style games for ClassQuiz's 300,000+ user platform.