

Kais Khalifa

Software
Engineering
Student



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SKILLS

Programming Languages
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 expertise in programming, algorithm design, and cooperative troubleshooting. Experienced in game development, OOP and driving projects through teamwork.

PROFESSIONAL EXPERIENCE

Unity Intern, DM-Nova

06/2023 – 08/2023 | Sousse, Tunisia

- Refactored over 1,000 lines of poorly written 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 smoother gameplay and a 10% fps increase.

Unity Intern, Envast

07/2024 – 09/2024 | Sousse, Tunisia

- Refined game mechanics through design patterns like Object Pooling, Command, and Singleton, earning 95% positive feedback from beta testers during user trials.
- Contributed to release sprints 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, which helped 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 Trainer

- Served as a Unity trainer in my club, conducting multiple sessions to teach groups of 14 students, OOP & Unity basics through an endless runner game I designed.

PROJECTS

2048 bubble shooter

- Engineered an engaging game that combines 2048 and bubble shooter mechanics.

Global Game Jam Participation game

- Created *Hammam Fighter*, a 2D local multiplayer game where two players throw flip-flops and buckets at each other, winning 3rd place at the 2024 Global Game Jam local hosting site.