Aymen Hammami

Software Engineering Student | Gamer & Developer

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PROGRAMMING

C# / C++
TypeScript / JavaScript / HTML / CSS
React / Express / NestJS
MySQL / MongoDB
Java
Unreal Blueprints

SOFTWARE

Unity 2D, 3D & AR
Vuforia SDK
Git
JetBrains Rider, VS Code, VS Studio
Microsoft Azure, Jira, Postman
Unreal Engine

SKILLS

Software Engineering
Software Architecture
Source & Version Control
Object-oriented Principles
Data Structures & Design Patterns
Agile Development & Collaboration
Software Testing & Debugging

AWARDS

May 2023 - SMU, MedTech
Best Software Engineering Project
April 2023 - 24H Game Dev Hackathon
Second Prize Winner
May 2022 - SMU, MedTech
Best Software Engineering Project

LANGUAGES

English
Professional Proficiency
French
Advanced Proficiency
German
Intermediate Proficiency
Arabic
Native Proficiency

PROJECTS

For additional projects & information, please visit my portfolio!

Unity Programmer | Fablab Machines Discovery

Orange Digital Center | SMU, MedTech | Team Project | Unity 3D AR | C#   3 Months, 2023

- Actively participated in Scrum meetings, sprint planning, and contributed with creative ideas, ensuring effective project management and teamwork.
- Implemented interactive UI elements, UI events and engaging animations using C#, bringing the designers' ideas to life.
- Integrated Vuforia and implemented an error-handling system, enabling consistent machine recognition and overlaying information in real-time.
- Developed a popup system that is displayed around the recognized machine.
- Managed version control, ensuring proper branching, merging, and pull requests

Game Developer | Follow The Light

Individual Project | Unity 3D | C#   2 Months, 2023

- Designed and implemented the player's gameplay mechanics, such as movement, jumping, bouncing, wall hopping, changing perspective...
- Developed a Finite State Machine in C# to manage the various states of the player character, enabling smooth transitions between actions and behaviors.
- Implemented camera-relative movement for the player, allowing seamless control the character's direction.
- Implemented both PC and Gamepad controls using Unity's new Input System, providing players with flexible input options.

Game Programmer | RoboRepair

Won Second Prize | Team Project | Unity 2D | C#   24H Hackathon, 2023

- Worked closely with the designers on my team, ensuring the game aligned with the intended vision and gameplay mechanics.
- Developed a targeting system that allowed players to select and interact with objects within the game. By writing commands such as "SetGravity true" or "SetVelocity 5," players could directly apply these modifications to the Rigidbody component of the targeted game object.
- Created a feature that allowed players to view their unlocked functions and how they work.

WORK EXPERIENCE

Full-Stack Developer | Cynoia

JS | TS | React | TailwindCSS | Express | NestJS | MySQL   Jun 2022 - Feb 2023

- Worked on the redesign of SQL databases from monolith to micro-services architecture.
- Restructured SQL tables to support multiple organizations per account.
- Designed the entire stack of a file management feature from scratch, ensuring an optimal user experience when managing owned and shared files and folders.
- Features of the file manager included: uploading single or multiple files, previewing elements, downloading, renaming, deleting, moving, adding to favorites, sharing options, managing access, sending system emails, user activity log and action history.

EDUCATION

South Mediterranean University, MedTech
Bachelor of Engineering, Software Engineering   2021 - 2024

South Mediterranean University, MedTech
Pre-Engineering   2019 - 2021