



## Baha eddine HADYAOU

Unity Developer

### Contact

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**GitHub :**

github.com/eckual

**Adress:**

Messadine, Sousse, Tunisia 4013

### Languages

**English : Advanced**

**French : Intermediate**

**German : Beginner**

### Certifications

**Unity Junior Programmer**

Unity Technologies    December 2021

**Preparing for professional integration**

4C ESSTHS    May 2021

### Volunteer Experience

**Digital media producer  
Messadine Young Leaders**

June 2017 - December 2020

- Organizing cultural and entertainment events.
- Graphic design .
- Creating audiovisual products.
- Applied teamwork and communication skills.

### Personal Profile

Graduate in computer science, self taught mobile game developer and gamer. I am passionate about learning the modern technologies in order to deliver great experiences for people to enjoy.

### Education

**High school of sciences and technology of hammam sousse**

Bachelor in computer science

- (2017-2021)
- Sousse University
- Hand-ball club member
- Tunivision Club member

**Othmen Chatti High school**

Baccalaureate in computer science

- June 2017
- M'saken, Sousse Tunisia
- Graduated with honors

### Professional Skills

**Game development :**

Unity3D

**Augmented Reality :**

Vuforia, ARCore, Spark AR Studio

**Programming :**

C#, Java, C++, Linq

**Database :**

MySQL, PL/SQL, Firebase Database

**Graphic Design :**

Adobe XD, Magica Voxel

**Version Control :**

Git

### Work Experience

**Unity Developer - FullTime**

ENVAST Sousse, Tunisia

September 2021 - Present

- Developed 3D/2D/AR educational games within a collaborative team environment.
- Collaborated with experienced Unity developers, designers, and back-end developers.
- Implemented new features, refactored existing projects, and incorporated UI, Dotween animations, gameplays, sounds, and particle systems.
- Successfully published games on various platforms including iOS, Android, Huawei, WebGL, and desktop such as ClassQuiz.
- Demonstrated proficiency in Unity 3D/2D/AR, C# Design patterns and Concepts, Model-View-Controller (MVC), SOLID Design Principles, 2D Animation, Addressables, UI, REST APIs, Language Integrated Query (LINQ), Data Structures, Generic Programming, Mobile Game Development, ClickUp, and GitHub.

**Unity AR Developer - Intern**

3D WAVE Sahloul, Sousse, Tunisia

January 2021 to June 2021

- Development of a mobile video game for historical monuments in Sousse : treasure hunt with quiz questions using augmented reality with three languages(AR, FR, EN)

keywords : Unity engine (UI, AR, 2D)  
Firebase (Realtime, Authentitificatin, Cloud storage)

Augmented Reality using Vuforia sdk  
Grahic design using Adobe Xd & Adobe Illustrator