





Dridi Iheb *Software engineer*

-  ihebdridi123456@gmail.com
-  +216 90 201 175
-  Boumhal, Ben Arous, Tunisia
-  Portfolio



Profile

Passionate software engineer with a focus on game development, mobile applications, and full-stack projects. Experienced in Unity, Flutter, and cross-platform development with strong problem-solving skills. Open to both game studios and tech companies seeking creative, fast-learning developers with a solid foundation in modern tools and clean code practices.

Academic Projects

DevOps Automation Project

- Automated CI/CD using Git, Jenkins & Docker

Mobile Shop App

- Designed shopping app implemented UI and product browsing

VR Game

- Built a Unity VR game focused on fast-paced action

RTS Game

- Developed multiplayer real-time strategy game in Unity

Cross-Platform Project

- Created full-stack booking system (Symfony + Java + mobile)

Desktop Application

- Built a desktop application using C++ and the Qt framework with a team, focusing on functionalities.

Skills

C#, Unity, Flutter, Java, PHP, MySQL, HTML/CSS, JavaScript

Custom

Strong communication and teamwork

Adaptable and quick to learn new tools

Analytical thinking and problem-solving

Time management and self-discipline

Creative mindset with attention to detail

Education

Baccalaureate in Technology

Ibn Rachik Ez-zahra

2018 – 2019

Bachelor's Degree in Software Engineering

ESPRIT 

2019 – 2025

Internship experiences

Internship – Game Developer

at DoubleClick

2024 – 2025

- Developed *Robizio*, a 3D mobile game with custom assets and maps
- Designed core gameplay systems and UI
- Implemented database, online leaderboard, and reward system
- Added immersive SFX/VFX for enhanced feedback
- Implemented blockchain technology

Internship – Game Developer

at Solutions Interactives Virtuelles

2023 – 2024

- Built **Aquarium Manager**, a full desktop game: designed core systems, environments, and gameplay
- Integrated 3D assets, underwater scenes, and handled UI/UX, SFX, and VFX
- Contributed to an existing VR project by fixing bugs and improving performance
- Created a mobile game with optimized visuals and gameplay loop

Internship – Software Developer

at Sagemcom

2022 – 2023

- Helped build a Python-based data app to improve internal data workflows

Languages

English 

French 

Arabic 