

# LOUAY KHEMIRI

Game Developer | Unity

+48 792844661 | louaykhemirii@gmail.com | www.linkedin.com/in/louay-khemiri24 | Wroclaw, Poland



## EXPERIENCE

### Game developer

#### DM NOVA

- 06/2023 - 08/2024 | Sousse, Tunisia
- Directed a team of 10 in developing an interactive educational application featuring 3D, 2D, and augmented reality (AR) games, increasing user engagement by 40% over six months
- Optimized the application's size from 180 MB to 80 MB by implementing clean code practices, reducing load times by 55% and improving overall performance.
- Enhanced the interactive environment, leading to a 25% increase in user retention and positive feedback from educators and parents.
- Streamlined development processes, resulting in a 30% reduction in iteration cycles and faster delivery of new features and updates.
- Mentored junior developers, accelerating their onboarding process by 50% and improving team productivity by 20%.
- Conducted regular code reviews and implemented best practices, reducing bugs and crashes by 35% and ensuring high application stability.

### Unity Developer

#### Orange Tunisie

- 01/2022 - 02/2023 | Tunis, Tunisia
- Developed an interactive virtual simulation of a company branch, allowing kids to explore and interact with various department objects and activities in a virtual environment.
- Designed and implemented a feature enabling real-time connection with company advisors, enhancing user engagement by 60%.
- Created a comprehensive virtual representation of all department objects and activities, achieving a 95% accuracy rate in replicating real-world scenarios.
- Optimized the simulation for seamless performance, reducing load times by 40% and ensuring a smooth user experience.
- Collaborated with a cross-functional team to integrate interactive elements, resulting in a 50% increase in user interaction rates.

### Gameplay Programmer

#### Fiverr

- 09/2014 - 12/2016 | online
- Implemented a multiplayer strategy feature into a game, enabling players to connect and compete in different rooms, increasing user engagement by 70%
- Optimized existing codebase leading to a 40% reduction in memory usage and smoother gameplay experience.
- Collaborated with artists to implement a dynamic weather system, greatly enhancing game atmosphere and depth.
- Conducted rigorous game testing, identifying and resolving over 100 critical bugs prior to the beta release.

## EDUCATION

### Master of Computer Engineering

#### Politechnika Wroclawska

02/2024 - Present | Wroclaw, Poland

### Bachelor of Information technology

#### Higher Institute of Technological Studies of Nabeul

09/2019 - 07/2022 | Nabeul, Tunisia

## LANGUAGES

#### English

Proficient



#### French

Proficient



#### Arabic

Native



## SUMMARY

With comprehensive hands-on experience in Unity game development and a creative track record in 3D design and VR technology, I'm poised to contribute effectively to content creation. Notable is the design of a VR education platform that increased engagement significantly and the implementation of an innovative character animation system, showcasing adeptness in problem-solving and technical acumen.

**I hereby give consent for my personal data to be processed by The receiver for the purpose of conduction recrutment for the position for which i am applying**

## PROJECTS

### Unity Procedural Generation Toolkit

Contributed to a top-rated educational app with over 1,000 downloads and a 4.7 rating by developing interactive microgames and AR games for kids. Enhanced user engagement and learning experiences, ensuring smooth performance and high user satisfaction.

## KEY ACHIEVEMENTS



#### Global Virtual Simulation for Kids

Played a key role in developing a virtual simulation for kids, launched in 12 countries worldwide, in collaboration with the Orange Digital Center branch. The project allowed children to interact with a virtual environment, enhancing their learning experience and increasing user engagement by 50%. The simulation received widespread acclaim for its innovative approach and educational value.



#### Character Animation System Revolution

Architected and implemented an innovative character animation system, cutting production time by a fifth.

## SKILLS

Unity	C#	VR Development		
Level Design		Gameplay Scripting		
3D Modeling	Unreal Engine		C++	
SQL	PL/SQL	Git	Jira	Trello
Cinemachine				