

Malek Jomni

📍 Pau, Nouvelle-Aquitaine, France ✉ malekiomni95@gmail.com ☎ +33 07 45 99 48 31 🌐 in/malek-jomni-a72283241 🌐 malekiomni.github.io

PROFESSIONAL EXPERIENCE

Freelance Game Developer | Voodoo | Remote

JAN 2025 - PRESENT

- Developed mobile game prototypes through Voodoo's Academy program
- Designed and pitched game concepts via detailed Game Design Documents (GDDs)
- Independently built core game systems, UI, and data structures in Unity
- Managed the full game cycle from ideation to submission for publishing tests

Computer Vision & XR Developer Intern | CESI (Lineact) | France - Pau

JUNE 2024 - DEC 2024

- Developed a real-time pose estimation system for object detection and augmented interaction
- Built an object detection and pose estimation pipeline using OpenCV and Python
- Designed and implemented a real-time video streaming architecture with WebRTC & sockets
- Developed monitoring and logging tools to collect research data and analyze performance
- Optimized system efficiency by refining module dependencies and resource management

Unity Developer Intern | Sartex (Denim House) | Tunis - Ksar Hellal

JUNE 2023 - JULY 2023

- Implemented a Full Body VR Rig using Inverse Kinematics and Animation Rigging
- Optimized performance (+60% FPS) using LODGroups, batching, and occlusion culling
- Utilized ProBuilder to design smooth and guided levels for players
- Coordinated with designers to create "Game-Ready" models, reducing integration time by 20%

MERN Stack Developer Intern - ESPRIT | Tunis - El Ghazela

JULY 2022 - SEPT 2022

- Developed a PDF component for document processing
- Designed a calendar interface using FullCalendar and React
- Integrated Mailgun API with Node.js and Express for email delivery

Mobile Game Developer Intern | MRCUS STUDIO | Tunis - Marsa

JUIL 2021 - AUG 2021

- Designed a vehicle controller for a Unity mobile game
- Created attachable cannon modules for strategic customization.
- Implemented game mechanics such as cannon shooting, boosters, and destructible elements

EDUCATION

Engineer's Degree: Computer Science, Specialization in GamiX (Gaming and Immersive Experience)

Private School of Engineering and Technology (Esprit) | Tunisia - 2019 - 2024

ACADEMIC PROJECTS

TimeSwing: VR Sports Game - 2023

- Developed a physics-based VR baseball game using Unity & XR Toolkit
- Implemented scoring system, multiplayer lobby (Node.js), & optimized collisions

Greed Island: Multiplayer Mobile Action Game - 2023

- Designed real-time combat & cooperative RPG mechanics in Unity
- Integrated multiplayer features with Mirror & Unity Gaming Services

TECHNICAL SKILLS

Langages de programmation : C#, C, C++, JavaScript, Java, Python, Dart

Industry Knowledge: Programming, Game Design, Level Design, Multiplayer, VR/AR/MR (ARFoundation, ARCore, XR Interaction Toolkit, Mixed Reality Toolkit), DevOps, Performance Optimization, Computer Vision (OpenCV), Machine Learning

Game Engines: Unity 3D, Unreal Engine

Frameworks: Spring Boot, Symfony, ASP.NET, Node.js, Qt, Flutter

Database Management: MySQL, MongoDB

Version Control & Tools: Git (GitHub, GitLab), Plastic SCM