Marwen Jaballah

Full Stack and Game Developer / Software Engineer

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Profile

Software Engineer with experience in designing and developing engaging experiences and web applications. Proficient in Unity, AR technologies, and location-based game mechanics, with a strong background in both frontend and backend development. Adept at collaboration, problem-solving, and delivering innovative solutions in a team-oriented environment. Passionate about creating seamless and immersive experiences.

Education

Computer Science Engineering Polytechnic School Of Engineering

Sousse , **Tunisia** *2019-2024*

Relevant Courses: Game Development, Web Development, Tools and Technologies, Software Architecture, Database Systems, UI/UX Design.

Baccalaureate DarLamen High School

Kairouan, Tunisia 2017

Areas of Expertise

Game Development - Full Stack Web Development - AR Technologies - Team Collaboration - Code Optimization - Project Management - Team Collaboration

Experience

Unity Developer (Freelancer) DM NOVA

Sousse, Tunisia 7/2024 - Present

- Leading the development of "Défouli," an innovative location-based game designed to encourage users to explore new places and engage in outdoor activities. Players form teams and compete to discover hidden spots, interacting with real-world environments.
- Designed and implemented gameplay mechanics that integrate **MapBox** and **AR Foundation**, providing players with immersive, augmented reality experiences based on their geographic location.
- Collaborated with backend developers to ensure seamless communication between the game's server and client using Node.js and TypeScript, enabling real-time updates and interactions between players.
- Tools & Technologies: Unity, MapBox SDK, AR Foundation, Node.js, TypeScript, Git.

Unity Developer Intern DM NOVA

Sousse, Tunisia 2/2024 - 5/2024

- Contributed to the development of "GeoQuest," an educational, location-based AR game that uses real-world exploration to teach users geography and history through interactive challenges and augmented reality.
- Integrated **MapBox** and **AR Foundation** to provide a seamless geolocation-based experience, enabling players to interact with AR elements linked to specific locations.
- Implemented backend services using Azure PlayFab to manage player data, leaderboards, and real-time game updates.
- Tools & Technologies: Unity, MapBox SDK, AR Foundation, Azure PlayFab, Git.

ReactJs Developer Freelancer

Sousse, Tunisia 2024

- Built a modern, interactive portfolio for **Cravimoor**, a 3D modeling startup, with a focus on clean design, fast load times, and user engagement.
- Implemented optimized animations and page transitions using **ReactJS** and **TailwindCSS** to enhance the user experience, making the site both functional and visually engaging.
- Collaborated closely with the client to align the portfolio with their brand and business objectives.
- Tools & Technologies: ReactJS, TailwindCSS, Git, Figma.

ReactJS Developer Spicy Harissa

Sousse, Tunisia 2023

- Led the design and development of a responsive and visually appealing portfolio website for Spicy Harissa, showcasing the studio's game development projects and services.
- Integrated reusable components and optimized the site's loading performance, ensuring it was mobile-friendly and accessible across devices.
- Tools & Technologies: ReactJS, TailwindCSS, Git, Vercel.

- Developed a full-stack application to manage stock and client inventory, optimizing user interaction through a responsive frontend.
- Collaborated closely with the UI/UX team to integrate client feedback into the app's design.
- Tools & Technologies: ReactJS, NodeJS, MongoDB, ExpressJS, Docker.

Skills

- Programming Languages: JavaScript, C#, Python, Java, php,
- Game Development: Unity, AR Foundation, MapBox SDK, Photon Fusion
- Frontend Development: ReactJS / NextJS, HTML, CSS, JavaScript, Vue.js
- Backend Development: NodeJS, ExpressJS, RESTful APIs
- Database Management: MongoDB, Cassandra, PostgreSQL, phpMyAdmin
- Tools: Docker, Git, Kubernetes (K8s)
- Collaboration: Code reviews, Teamwork, Agile methodologies

Languages

• Arabic [Native]

• French [Basic]

• English [Intermediate]