Mohamed karim abidi

Video games developer

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Profile

- Accomplished Video Games Developer with 3 Years of Experience in Creating Immersive Gaming Experiences.
- Developer and Software Engineering student with Expertise in video games development
- Talented 3D Designer with a Proven Track Record of Delivering Stunning Visuals for Video Games.
- Innovative and Collaborative Team Player, Excelling in Communication and Cross-disciplinary Coordination.
- Champion Video Games Entrepreneur, Competed and Won in International Gaming Projects.
- Self-motivated team player with excellent communication skills.
- Dynamic Leadership Skills, Guiding Application Development Teams to Success in the Gaming Industry.

- Hands-on experience in application development team leadership.
- Hard-working programmer committed to getting the job done.

Professional Experience

video games developer , 3D designer
January, 2020 – march, 2022

PlayPals studios   *Tunis, Tunisia*

- updating movement mechanics,integrating the scripts with the 3D assets,creating a better payment method,creating a trading ecosystem that augmented the company's revenues up to 23

- creating the proper interactions with the environment for a better playing experience.
- modeling over 900 3D assets for the constant and regular updates and speciel events such as halloween, chritmas,easter and new year's eve.
- modeling premium items which were a major source of income to the company.
- coding language: Roblox engine.
  3D modeling softwares:blender,maya,3DS max.

founder,radio host and producer
July, 2021 – July, 2023

IFM Radio   *Tunis, Tunisia*

- founder,radio host and producer of "el ping taya7" a weekly radio show
- founding the most popular video games show in the number 2 national radio.
- Presenting game development, showcasing studies of game plays with business wise approach.
- promoting the culture of video games and electronic sports.

Vwild   Virtual Reality Game

- a virtual reality game the serves as a survival guide on how to survive in certain landscapes Built gameplay scenarios in various styles and for different purposes.
- Created gameplay moments, including narrative events, combat encounters, and points of interest within the game world.
- Collaborated with partner teams to ensure a cohesive and coherent scenario experience.
- using Unity Editor
  coding language: C-Sharp
  3D modeling softwares : blender,maya

Cooking with korma   Desktop Game

- an "overcooked" inspired cooking game where you play as chef that takes burgers and salad orders and delivers them before time runs out,studying all the cooking process of burgers from cutting the vegetables to cooking the patty and serving it using the singleton design pattern.
- using Unity Editor
  coding language: C-Sharp
  3D modeling softwares : blender,maya

Rootate   Desktop Game

- The winner of Tunisia's global game jam 2023 a game that cycles throughout the roots of humans to solve puzzles in each era Designed and drove the vision and implementation of features and game systems.
- Developed ideas for gameplay throughout the player life-cycle.
- Worked within existing systems and expanded them, including integrating feedback from UX testing.
- Partnered with other individuals to consider the game design and player engagement targets.
- Created and tuned content to create accessible but deep experiences for players.
- using Unity Editor
  coding language: C-Sharp
  3D modeling softwares : blender,maya
  UX,UI :FIGMA , Adobe Photoshop

The Egyptian Quest   Virtual Reality Game

- a virtual reality historic game in which you use a special detector to search for lost artifacts in the desert in order to collect them to open a magical portal that brings you back home.
- using Unity Editor
  coding language: C-Sharp
  3D modeling softwares : blender,maya

Keskayoun(an academic 1st prize winner)   Mobile Game

- multiplayer game that revived a national traditional game in which players are divided into defenders and attackers .
- made communication between players crucial for a more dynamic game experience.

- implemented in-game banners to display ads to prevent the constant ad breaks that ruin the player's experience.
- composing the sound effects and soundtrack using fruity loops .
- promoting the game by creating a commercial video using Adobe AfterEffects and using the augmented reality technology for the display of in-game NFTs .
- made communication between players crucial for a more dynamic game experience.
- using Unity Editor
  coding language: C-Sharp
  3D modeling softwares : blender,maya

Worldsavers   Desktop Game

- an educational game that promotes the awareness of sustainable development goals .
- the game is mainly a smart building each level is an sdg themed floor .
- the goal is solving a puzzle game that solves one of the sdg's problems .
- the base floor is a showroom that showcase projects that tackeled some sustainable developement goals.
- promoting the game by creating a commercial video using Adobe AfterEffects and using the augmented reality technology for the display of in-game NFTs .
- made communication between players crucial for a more dynamic game experience.
- using Unreal engine 5
  coding language: C++ and blueprints
  3D modeling softwares : blender,maya

Education and Certifications

Superior private School of Information and technology   software engineer (Major Gaming and
Immersive experience)
Tunis, Tunisia   *September, 2019 − Present*

Awards & Honors

Enactus national champion
Esprit, Enactus Tunisia   *2016 and 2018*
Semi-finalist Enactus world cup silicon valley
ESPRIT, Enactus   *2016 and 2018*
1St prize at the Project Bal
ESPRIT ,tunis   *2023*
1St prize at the Global Game Jam
NetInfo ,Nabel   *2023*

Specialized Skills

Programming : C-Sharp , Java , C++, SQL, PHP ,HTML,CSS,Javascript
3D Modeling softwares : Blender, Maya, Twinmotion,3DSMax
UX/UI : FIGMA, Adobe XD, Adobe Photoshop.

Languages and Interests

Languages: English, French, Arabic,Spanish

Interests: Professional video editor,video games,astronomy, cooking, drummer,pianist,guitarist,bassist,3D modeling