

OMAR BEN JDIDIA

Game developer student

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SUMMARY

An IT engineering student. I am energetic and passionate about game development. My goal is to enhance my skills as a game developer, while gaining valuable insights into the professional world through internships.

BACKGROUND EDUCATION

Computer engineering degree

ESPRIT

Sept 2021 – Present Tunis, Tunisia

bachelor degree in civil engineering

Higher Institute of Technological Studies of Sfax

Sept 2017 – June 2021 Sfax, Tunisia

High school Degree

Abou Kacem el chebbi high school

June 2017 Sfax, Tunisia

SKILLS

Game development

Unity | Unreal engine | Mirror networking | node.js | Vivox

XR development

Hurricane VR | oculus integration

3D modeling

Autodesk Maya 3D | Blender

UI design

Figma | Adobe XD | Adobe Photoshop

Frameworks

Spring Boot | Flutter | .NET

Blockchain

Solidity | MetaMask

version control

Github | Gitlab

database management systems

MongoDB | MySQL

LANGUAGES

English: B2 | French: B2 | Arabic: Native

INTERNSHIPS

Engineering Internship

Project Mars

July 2023 – August 2023 at "PLAYPALS STUDIO"

Project mars is a first player shooter craft based desktop game that offers a craft system, inventory system, enemies wave logic and looting system.

C sharp | Unity engine | Maya 3D

Company immersion Internship

360°virtual tour

July 2022 – August 2022 at "Sfax-Industry 4.0 Center"

Developing a Web3 application industry 4.0 using interactive hotspots inside a 360° tour.

Web3 | tippy.js | Pannellum.js

ACADEMIC PROJECTS

Wild haven



- Developing and assisting a 2D game with unity "wild haven", RPG based game with survival system. Bots including enemies and allies made with A* pathfinding algorithm. State machine system.)

Unreal engine | Blender

Vikings game



- Developing Third player perspective Desktop game that offers stunning graphics, clear UI, AI enemies, combat system and inventory system.)

Unreal engine | Blender

Fleshpit



- Developing a third person perspective mobile multiplayer with 2.5D camera game including, quest system, craft system, inventory system and abilities for each characters exploring the human organs.

Unity engine | node.js | Mirror networking | Vivox

Bank Heist VR



- Developing a VR game that includes: Patrol guards, NPC companion, inventory system, melee weapons and guns handling. (Nominated as one of the most successful VR games in my university)

Unity engine | Hurricane VR | Gitlab