

# OMAR BEN JDIDIA

## Software Engineer | Game Developer

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## SUMMARY

Software Engineer with expertise in game development and backend solutions. Proficient in Unity, ASP.NET, Node.js, and real-time multiplayer systems. Strong background in Agile methodologies and database management. Seeking to leverage skills in a collaborative team environment to develop innovative gaming solutions.

## PROFESSIONAL EXPERIENCE

### Software Engineer Intern

#### KnK STUDIO

Feb 2024 – Aug 2024 Tunis, Tunisia

- Developed a mobile battle royale game using Unity and Mirror Networking, focusing on real-time gameplay mechanics.
- Optimized server-client architecture to enhance performance and user experience.
- Technologies:** C#, Unity, Mirror Networking, Unity Gaming Services, GitLab

### Game Developer Intern

#### PLAYPALS STUDIO

July 2023 – Aug 2023 Remote

- Created an FPS game with crafting mechanics and dynamic enemy waves, implementing engaging gameplay features.
- Technologies:** C#, Unity

### Web Developer Intern

#### Sfax-Industry 4.0 Center

July 2022 – Aug 2022 Sfax, Tunisia

- Developed a Web3 application for a 360° virtual tour, enhancing user interaction and experience.
- Technologies:** Web3, Tippy.js, Pannellum.js

## EDUCATION

### Engineering degree in Information technology ESPRIT

Sept 2021 – Sept 2024 Tunis, Tunisia

### Bachelor's in Civil Engineering

#### Higher Institute of Technological Studies of Sfax

Sept 2017 – June 2021 Sfax, Tunisia

## TECHNICAL PROJECTS

- Capture the Flag Game**  
Unity, Mirror Networking, C#, Node.js, MongoDB Developed a real-time multiplayer flag capture game with a secure backend.

- Alemni E-Learning App**

Flutter, Node.js, MongoDB Created a mobile app for online courses featuring collaborative tools.

- Kaddem**

Spring Boot, UML, MySQL Built a platform for professional skills enhancement aimed at engaging students.

- Airport Management System**

ASP.NET, UML, MySQL Developed a comprehensive system for managing airport operations.

- Fleshpit RPG Game**

Unity, C#, Node.js, Mirror Networking, Vivox Designed a multiplayer RPG in a unique virtual environment.

- Bank Heist VR**

Unity, C# Developed a VR RPG game using Hurricane VR, nominated for top VR game at university.

- Smart-ESPRIT Management App**

C, Glade GUI, Linux Created a Linux desktop application for educational purposes with an intuitive UI.

## SKILLS

- Game Development:** Unity Engine, Unreal Engine, Mirror Networking, Node.js
- XR Development:** Hurricane VR, Oculus Integration
- Languages and Frameworks:** C#, Python, Assembly, C, Spring Boot, Flutter, ASP.NET, HTML, CSS, React.js
- Blockchain:** Solidity, MetaMask
- Version Control:** GitHub, GitLab
- Database Management:** MongoDB, MySQL
- Automation:** Jenkins
- Monitoring Tools:** Prometheus, Grafana
- Containerization:** Docker
- Project Management:** Agile Scrum, Waterfall
- Design:** UML

## LANGUAGES

English: B2 | French: B2 | Arabic: Native

## HOBBIES AND SOCIAL ACTIVITIES

- Mentor and Jury Member GameZone Hackathon – ISIMS Club
- Trainee and active member at O.N.E.T (National Organization for Tunisian Childhood)
- Passionate gamer