

OMAR BEN JDIDIA

Software Engineer | Game Developer

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LinkedIn GitHub GitLab Portfolio

SUMMARY

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

PROFESSIONAL EXPERIENCE

•Game Developer

Jan 2025 – present

INNOVI.TECH

sfax, Tunisia

- Enhancing and optimizing an educational application for primary students by refining authentication, multi-user profiles, subscription models, and parental controls.
- Improving the dashboard application to enhance lesson creation and game upload functionality for teachers.
- Optimize performance, UI/UX and back-end functionalities to ensure a seamless user experience.
- **Technologies:** C#, Unity Engine, AWS, Unity Gaming Services, Firebase

•Game Developer Intern

Feb 2024 – Aug 2024

KnK STUDIO

Tunis, Tunisia

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

•Game Developer Intern

July 2023 – Aug 2023

PLAYPALS STUDIO

Tunis, Tunisia

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

•Web Developer Intern

July 2022 – Aug 2022

SFAX-INDUSTRY 4.0 CENTER

Sfax, Tunisia

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

TECHNICAL PROJECTS

•Capture the Flag Game

Developed a real-time multiplayer flag capture game with a secure backend.: Unity Engine, Mirror Networking, C#, Node.js, MongoDB

•Fleshpit RPG Game

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

•Bank Heist VR

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

TECHNICAL SKILLS

Game Development: Unity Engine, Unreal Engine, Mirror Networking, Node.js, Hurricane VR, Oculus Integration

Languages and Frameworks: C#, Python, Assembly, C, Spring Boot, Flutter, ASP.NET, HTML, CSS, React.js

Version Control: GitHub, GitLab

Database Management: MongoDB, MySQL, DynamoDB

DevOps: Jenkins, Prometheus, Grafana, Docker

Project Management: Agile Scrum, Waterfall, UML

EDUCATION

•Engineering degree in Information technology, Tunis, Tunisia

Sept 2021 – Sept 2024

The Private Higher School of Engineering and Technology (ESPRIT)

CGPA: 3.25

•Bachelor's in Civil Engineering, Sfax, Tunisia

Sept 2017 – June 2021

Higher Institute of Technological Studies of Sfax (ISET)

CGPA: 2.8

LANGUAGES

English: B2

French: B1

Arabic: Native