

OMAR BEN JDIDIA

IT Engineering Student

@ benjdidia.omar@esprit.tn +216 99 264 277 Chihia, Sfax, Tunisia
in linkedin.com/in/ben-jdidia-omar-284647239/ github.com/omarbenjdidia gitlab.com/omarbenjdidia
omarbenjdidia.github.io



SUMMARY

Currently on my final year of studies. Energetic and passionate about game development. Goal is to enhance 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

Gitlab | Github

Database Management Systems

MongoDB | MySQL

DevOps

Jenkins

Monitoring Tools

Prometheus | Grafana

Containerization

Docker

LANGUAGES

English: B2 | French: B2 | Arabic: Native

INTERNSHIPS

Engineering Internship

Project Mars

July 2023 – August 2023 at "PLAYPALS STUDIO"

Project Mars: FPS craft-based desktop game with craft system, inventory, 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

Alemni

- Developing a mobile application providing online courses and a group chat system.

Flutter | node.js | MongoDB

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, monte carlo algorithm and State machine system.

Unity engine

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 game including, quest system, craft system, inventory system and abilities for each characters and exploration of human organs as maps.

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