OMAR BEN JDIDIA

IT Engineering Student

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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 Engine | Unreal Engine | Mirror Networking | Node.js

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

Automation
Jenkins

Monitoring Tools
Prometheus | Grafana

Containerization
Docker

LANGUAGES

English: B2 | French: B2 | Arabic: Native

INTERNSHIPS

End of study Internship
Battle royale frenzy

📅 Feb 2024 – August 2024 at "KnK STUDIO"

Battle royale frenzy: Developing and maintaining a mobile multiplayer battle royale genre game.

- **Unity engine | Unity Gaming Services | Mirror networking**

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"

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

- **Web3 | tippy.js | Pannellum.js**

ACADEMIC PROJECTS

Capture the flag
- Developing a local multiplayer game involving two players capturing a flag to their bases avoiding different obstacles.

Unity engine | node.js | MongoDB | Mirror networking

Wild Haven
- Developing and assisting a 2D RPG based game with survival system, made with A* pathfinding.

Unity engine

Vikings Game
- Developing a RPG Desktop game that offers stunning graphics.

Fleshpit
- Developing an RPG mobile multiplayer game inside human organs.

Unity engine | node.js | Mirror networking | Vivox

Bank Heist VR
- Developing an RPG VR game. (**Nominated as one of the most successful VR games in my university**)

Unity engine | Hurricane VR | Gitlab