

OMAR BEN JDIDIA

Software Engineer

@ 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

Energetic and passionate software engineer with a strong focus on game development. Proficient in Unity and Unreal Engine, with hands-on experience in creating multiplayer games using Mirror Networking. Skilled in XR development, utilizing Hurricane VR and Oculus Integration for immersive experiences.

BACKGROUND EDUCATION

Computer Engineering Degree

ESPRIT

Sept 2021 – Sept 2024 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