

OMAR BEN JDIDIA

Software Engineer

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SUMMARY

Software Engineer with a solid background in ASP.NET, Spring Boot, Flutter, Node.js, Unity, and Unity Gaming Services. Experienced in database management, automation, version control, UML, and project management, adept at delivering end-to-end solutions across different platforms.

EDUCATION

Computer Engineering Degree

ESPRIT

Sept 2021 – Sept 2024 Tunis, Tunisia

Bachelor's Degree in Civil Engineering

Higher Institute of Technological Studies of Sfax

Sept 2017 – June 2021 Sfax, Tunisia

High School Diploma

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

Languages and Frameworks

Assembly | C | Spring Boot | Flutter | ASP.NET

Blockchain

Solidity | MetaMask

Version Control

GitHub | GitLab

Database Management

MongoDB | MySQL

Automation

Jenkins

Monitoring Tools

Prometheus | Grafana

Containerization

Docker

Project Management Frameworks

Agile Scrum | Waterfall

Conception

UML

LANGUAGES

English: B2 | French: B2 | Arabic: Native

INTERNSHIPS

End of Study Internship

Battle Royale Frenzy

Feb 2024 – Aug 2024 at KnK STUDIO

Developed a mobile multiplayer battle royale game.

- C Sharp | Unity | Unity Gaming Services | Mirror Networking

Engineering Internship

Project Mars

July 2023 – Aug 2023 at PLAYPALS STUDIO

Developed an FPS desktop game with crafting, inventory, and enemy wave logic.

- C Sharp | Unity | Maya 3D

Immersion Internship

360° Virtual Tour

July 2022 – Aug 2022 at Sfax-Industry 4.0 Center

Developed a Web3 app for an industry 4.0 virtual tour.

- Web3 | Tippy.js | Pannellum.js

ACADEMIC PROJECTS

Capture the Flag

Developed a multiplayer flag-capture game. C Sharp | Unity | Node.js | MongoDB | Mirror Networking

Alemni

Built a mobile app for online courses with group chat. Flutter | Node.js | MongoDB

Kaddem

Encouraged students to improve professional skills. Spring Boot | UML | MySQL

Airport Management

Developed an airport management system. ASP.NET | UML | MySQL

Fleshpit

Created an RPG multiplayer game inside human organs. C Sharp | Unity | Node.js | Mirror Networking | Vivox

Bank Heist VR

Developed an RPG VR game. C Sharp | Unity | Hurricane VR | GitLab (Nominated as a top VR game at university)

Smart-ESPRIT

Built a desktop app for educational purposes. C | Glade GUI | Linux