OMAR BEN JDIDIA

Software Engineer | Game Developer

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○ GitHub | GitLab | ⊕ Portfolio

SUMMARY

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

PROFESSIONAL EXPERIENCE

Software Engineer Intern
KnK STUDIO

🗓 Feb 2024 – Aug 2024   ⚲ Tunis, Tunisia

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

Game Developer Intern
PLAYPALS STUDIO

🗓 July 2023 – Aug 2023   ⚲ Remote

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

Web Developer Intern
Sfax-Industry 4.0 Center

🗓 July 2022 – Aug 2022   ⚲ Sfax, Tunisia

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

EDUCATION

Bachelor of Science in Computer Engineering
ESPRIT

🗓 Sept 2021 – Sept 2024   ⚲ Tunis, Tunisia

Bachelor's in Civil Engineering
Higher Institute of Technological Studies of Sfax

🗓 Sept 2017 – June 2021   ⚲ Sfax, Tunisia

TECHNICAL PROJECTS

- **Capture the Flag Game**
  Unity, Mirror Networking, C#, Node.js, MongoDB Developed a real-time multiplayer flag capture game with a secure backend.

- **Alemni E-Learning App**
  Flutter, Node.js, MongoDB Created a mobile app for online courses featuring collaborative tools.

- **Kaddem**
  Spring Boot, UML, MySQL Built a platform for professional skills enhancement aimed at engaging students.

- **Airport Management System**
  ASP.NET, UML, MySQL Developed a comprehensive system for managing airport operations.

- **Fleshpit RPG Game**
  Unity, C#, Node.js, Mirror Networking, Vivox Designed a multiplayer RPG in a unique virtual environment.

- **Bank Heist VR**
  Unity, C# Developed a VR RPG game using Hurricane VR, nominated for top VR game at university.

- **Smart-ESPRIT Management App**
  C, Glade GUI, Linux Created a Linux desktop application for educational purposes with an intuitive UI.

SKILLS

- **Game Development:** Unity Engine, Unreal Engine, Mirror Networking, Node.js
- **XR Development:** Hurricane VR, Oculus Integration
- **Languages and Frameworks:** C#, Python, Assembly, C, Spring Boot, Flutter, ASP.NET, HTML, CSS
- **Blockchain:** Solidity, MetaMask
- **Version Control:** GitHub, GitLab
- **Database Management:** MongoDB, MySQL
- **Automation:** Jenkins
- **Monitoring Tools:** Prometheus, Grafana
- **Containerization:** Docker
- **Project Management:** Agile Scrum, Waterfall
- **Design:** UML

LANGUAGES

English: B2 | French: B2 | Arabic: Native

HOBBIES AND SOCIAL ACTIVITIES

- Trainee and active member at O.N.E.T (National Organization for Tunisian Childhood)
- Passionate gamer