Chaouachi Outayel

Software Engineer—Game/VR Developer

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Education

ESPRIT : Private Engineering and Technology School	Engineering 2023
Gaming and Immsersive eXperience	*Tunis, Tunisia*
ISAMM Higher Institute of Multimedia Arts	License 2020
Game development	*Tunis, Tunisia*
High School Hammam-Lif	Baccalaureate 2016
Computer science	*Tunis, Tunisia*

Experience

Tadreex — Feb 2023 – Aug 2023
VR Developer — *Tunis, Tunisia*
- Led end-to-end development, showcasing a comprehensive skill set in VR technologies, contributing to an immersive training environment. Elevated user experience by implementing a robust guide system, multi-language support, and integrating text-to-speech API, resulting in transformative enhancements of accessibility and usability, while also significantly enhancing safety protocols and procedures.

Sphere Studios — Dec 2022 – Feb 2023
Unity Developer — *Tunis, Tunisia*
- Contributed to analytics, collaborated on matchmaking UI, and implemented a mini-boss in a dungeon during my tenure as a Unity Developer at Sphere Studios.

Level 1 — Jun 2022 – Aug 2022
Unity Developer — *Tunis, Tunisia*
- Initiated the development of a dynamic full-body VR character, seamlessly integrating interactive weaponry to elevate immersive experiences during my Level 1 internship. Significantly contributed to the development of the VR shooter multiplayer game, "Arena/Beyond," utilizing Oculus Quest 2 within the POC'IT gaming program,

Academic Projects

On Your Own | *Unity, C# , Node.js*
- Worked on the development of a multiplayer survival game in Unity, introducing AI with state machines for dynamic in-game challenges, crafting procedurally generated maze dungeons to enhance gameplay variability, and implementing a user-friendly building system for seamless construction and customization of the in-game environment.

Lian's Legacy | *Unity, C#*
- Oversaw Unity game design, including narrative creation, level design, and seamless storyline integration for enhanced player engagement. Contributed to AI complexity, boss encounters, and overall game development and design in an action/adventure project from concept to execution.

Run Fast | *Unity, C#*
- Created a dynamic 2D runner game for 1v1 competition, delivering an engaging and competitive experience with fast-paced challenges and strategic gameplay.

Technical Skills

Languages: C#, C++, Java, Python, JavaScript, Dart
Technologies: Unity, Unreal Engine,
Concepts: Game Design, AI in Games, Multiplayer Systems, Virtual Reality (VR), Augmented Reality (AR), Game Physics, Animation Systems, 3D Modeling, Shader Programming, Game Testing and Optimization.

Certificates

Soft skills : Certification obtained from the International Labour Organization (ILO) ACJEMP Program.