# Chaouachi Outayel

Software Engineer — Game Developer

📞 (+216) 29-290-120   ✉ outayel.chaouachi@gmail.com

in linkedin.com/outayelchaoauchi   ⌗ github.com/outayelchaouachi   📖 Portfolio

## Summary

I am a recently graduated software engineer specialized in game development, seeking opportunities to apply my expertise and creativity to impactful projects in the gaming industry.

## Education

| | |
|---|---|
| **ESPRIT Private Engineering and Technology School** | Sep 2020 - Jun 2023 |
| *Computer science Engineering (Gaming and Immersive experience)* | *Tunis, Tunisia* |
| **ISAMM Higher Institute of Multimedia Arts** | Sep 2016 - Jun 2020 |
| *Bachelor's degree in Computer science (Game development)* | *Tunis, Tunisia* |

## Experience

**TADREEX** — Feb 2023 – Aug 2023
*VR Developer* | Unity, C#, API, VR, Oculus, UI, UX, VFx, SFX, Gitlab, Trello — *Tunis, Tunisia*
- Established interactive incident scenarios and scoring mechanisms to simulate real-world occupational hazards and evaluate user performance, contributing to an immersive and effective training experience.
- Created trans-formative enhancements for immersive training environments, integrating a guide system, multi-language support, and text-to-speech API to elevate accessibility and usability.
- Enhanced user experience with tailored guidance and informative pop-ups, ensuring optimal comprehension of complex concepts and real-world scenarios, thus maximizing the effectiveness of the training program.

**SPHERE STUDIOS** — Dec 2022 – Feb 2023
*Unity Developer* | Unity, C#, Network, Photon, GitHub — *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 HUB** — Jun 2022 – Aug 2022
*Unity Developer* | Unity, C#, Photon, IK, Rigging, Jira, Slack — *Tunis, Tunisia*
- Directed the development of a fully IK VR body for player avatars, enhancing realism and immersion in virtual environments.
- Orchestrated the innovative integration of interactive weaponry directly into the player's full-body IK system, seamlessly blending combat mechanics with immersive VR experiences.

## Projects

**On Your Own** | *Unity, C# , Node.js, Blender, AI, FSM, Gitlab*
- Spearheaded the development of a multiplayer survival game in Unity, leveraging AI with state machines to introduce engaging in-game challenges, significantly enhancing player engagement.
- Engineered procedurally generated maze dungeons, enriching gameplay variability and offering players unique and immersive experiences with each play-through.
- Crafted and executed a user-friendly building system, facilitating seamless construction and customization of the in-game environment, empowering players to create and personalize their virtual worlds with ease.

**Lian's Legacy** | *Unity, C#, AI, FSM, VFX, SFX, Github*
- Coordinated Unity game design, guiding narrative creation, level design, and story-line integration to maximize player engagement and immersion.
- Elevated AI complexity and orchestrated thrilling boss encounters, driving comprehensive game development and design from concept to execution in an action/adventure project.

## Technical Skills

**Technologies**: Unity, Unreal Engine, C#, C++, C, Python, Object-Oriented Programming, Networking.
**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.
**Languages**: Arabic (Native), English (Fluent), Frensh (Intermediate)
**Soft skills**: Teamwork, Collaboration, Problem-solving, Creativity, Emotional Intelligence.