



# MOHAMED RAYEN ALMI

## SOFTWARE ENGINEER

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## SUMMARY

Software Engineer & Unity Developer with strong expertise in C#, multiplayer systems, and VR development. Experienced in building optimized, immersive games and interactive applications across Unity, Unreal Engine 5, and full-stack environments. Skilled in creating modern web and mobile applications, delivering high-quality, scalable solutions. Passionate about crafting high-performance, engaging user and player experiences.

## PROFESSIONAL EXPERIENCE

- 02/2025 – 08/2025 **Lanterns Studios** : Developed text-to-3D room layout generator using multi-agent LLMs,full-stack platform with collaborative editing and validated prototype.  
Technologies : Unreal Engine, Python ,FastAPI,AutoGen , AI
- 08/2024 – 11/2024 **ESPRIT** : Developed Instagram filters with Meta Spark AR technology and a multiplayer mobile game with Unity.  
Technologies : Unity , Netcode , SparkAR , Javascript
- 07/2023 – 08/2023 **Tekru Technologies** : Developed mobile app for doctors to prescribe personalized games for children, with progress tracking for parents and player data for doctors.  
Technologies : Flutter
- 02/2023 – 05/2023 **Freelance** : Developed a mobile application that provides access to the penal code of a country, allowing users to search for laws or listen to them via text-to-speech.  
Technologies : Flutter , GetX  
Deployment : Play Store
- 01/2022 – 05/2022 **HOOKED UP:** Developed of a mobile video conferencing application, with 3D Room immersion and 360° movement.  
Technologies : Flutter , Unity , MongoDB , Express , Agora

## PROJECTS

- Developed a full-stack application using Spring Boot and React JS. I implemented a robust CI/CD pipeline with Jenkins.  
Technologies : Jenkins, SonarQube , JUnit , Docker , Kubernetes , Prometheus , Grafana
- Developed a multiplayer game with environmental and educational themes has been developed, featuring roles as nature defenders or rogues across city,beach and forest maps.Tokens have been used to achieve profitability.  
Technologies : Unity , MongoDB , Express, Flutter , Mirror , Vivox, Hedera Blockchain
- Developed VR chemistry lab simulation featuring experiments on mold growth, milk coloration, and flower coloration. Applied Shader Graph, complex mechanics, and VR controller interactions specifically for the Meta Quest 2  
Technologies : Unity, Shader Graph, Meta Quest 2, VR , Oculus
- Developed 2.5D survival game featuring character leveling, weapon variety, and an in-game shop. Implemented core mechanics like resource gathering, and combat.  
Technologies : Unity
- Developing web app for voting, integrating a Smart Contract on Ethereum and Web3. The app likely enables users to participate in voting processes securely and transparently using blockchain technology.  
Technologies : React , Smart Contract , Ethereum, HardHat

## EDUCATION

2022-2025      **Computer Science Engineering , ESPRIT**  
2019-2022      **Bachelor of Computer Science , ISTIC**

## TECHNICAL SKILLS

Unreal Engine 5 • C++ • Blueprint • Python • AI / LLMs (GPT-4, AutoGen) • FastAPI • WebSockets • Multi-Agent Systems • Unity • C# • Netcode for GameObjects • Photon • Mirror • VR (Meta Quest 2) • Flutter • React • MongoDB • MySQL • Git • Docker • Jenkins

## LANGUAGES

English, French, Arabic