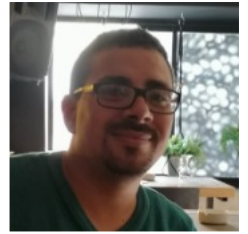# TAHA FERSI

**Game Developer/Software Engineer**

## BASIC INFORMATION

14 street of sanhajieen, Madina Jadida 2 , Ben Arous, Tunisia, 2063 Ben Arous
tictacf12@gmail.com, +216 22499853

## EDUCATION

**Computer engineering**                                                                 2013 - 2017
ESPRIT - Private Superior School Of Engineering And Technology
Acquired skills: Mobile development, Video game development.

**Fundamental license in Computer Science**                                 2010 - 2013
Graduate School of Science and Technology of Tunis (ESSTT)
Acquired skills: Advanced algorithmics, Software Design, C/C++, Java, C#, Database management.

**Techniques baccalaureate degree**                                             2009 - 2010
Technical school Rades
Acquired skills: Algorithmics, Programming, Basic embedded systems programming, Physics, Mathematics.

## QUALIFICATIONS

• Programming languages: C#, C++, Javascript, and Php.
• Game engines: Unity
• Web development: Symfony 2, Laravel, Wordpress, Nestjs
• Mobile development: Windows phone native, android native, iOS native, React native

## LANGUAGES

- Arabic: Advanced user C1 Level
- French: Advanced user C2 Level
- English: intermediate user B2 Level

## WORK EXPERIENCE

**Game Developer**                                                                       Feb 2023 - Present
Q3 Software Development Services
- Work on a 2D rogue-like action game on Unity.

**Freelancer software developer**                                               Feb 2021 - Jan 2023
magicmind.me
- Mainly game development in Unity for Web and Android platforms.
- Worked with:
* firebase database and SDK

This resume is made with CVwizard.com.

* GPU particle system
* Cinemachine
* Dependency Injection system using the Zinject asset
* Atavism
* Unity UI...
- Development of Atavism plugin using java and the client part to consume it in C#/Unity
- Development of a Hax plugin for moodle.

**Software developer**                                             March 2017 - Jan 2021
INSTEAD
- Gameplay programming of the battle system of a Rogue-like RPG game project, using Unity/C#.
- Design and development of Unity tools and Windows form tools, that help developers to enter data for a rogue-like RPG game.
- Participation in developing web projects under Laravel, WordPress, and Nestjs.
- Participation in the development of web front end using Bootstrap 4.
- Contribution to the creation and development, using Unity, of a mobile casual game around mental calculation called "09"

**Game developer**                                                June 2016 - March 2017
Digital Mania Studio
As part of the end-of-study internship of my engineering study:
- Development of a voice chat module for Unity, using the c ++ library "RakVoice", for a social VR game for the GearVR platform.
- Development, using Unity3D, of a mathematical puzzle game targeting mobile platforms.
- Participation in the Unity development of a PAC-MAN clone advergame targeting Facebook.

**Game developer**                                                April 2016 - June 2016
Placeholder
As part of an unfinished end-of-study internship: Gameplay programming under Unity3D of a mobile puzzle game based on illusions (inspired by Monument Valley).

## INTERESTS

- Video games
- Fiction novels
- TV/Web Series
- Japanese animation

## AWARDS

• First prize of the JamToDay Tunisia 2016
• Best Project Award for M.Learning Category at ESPRIT 2015 Project Ball
• First prize of the Tunisia Global Game Jam 2015