Wiam Bahri

Game Developer & Data Science Engineering Student

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ABOUT ME

Third-year Data Science Engineering student and independent Game Developer. Passionate about building interactive, emotional, and engaging game experiences using Unity and modern technologies.

EDUCATION

Data Science Engineering
Université Badji Mokhtar Sidi Ammar – Annaba
Third Year Student

EXPERIENCE

Independent Game Developer
• Developed multiple mobile and PC games using Unity
• Designed gameplay mechanics, movement systems, and obstacles
• Worked on experimental prototypes and game systems

SKILLS

• Unity & C#
• Game Mechanics & Systems Design
• Problem Solving & Creativity
• Basic Data Science Concepts

LANGUAGES

Arabic (Native) French
(Intermediate) English
(Advanced)