



# Abdelfatteh ADHADHI

Senior Unity Developer

## Personal Information

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## Software

- Unity                      Unreal Engine
- Adobe Premiere        Photoshop
- Maya                        3ds Max
- Adobe Audition

## Technical Skills

- Unity: C#
- Unreal: Blueprint
- HTML, CSS, JS
- PHP, MySQL
- Networking: Websocket, Photon
- AR : Vuforia, ARFoundation
- VR : Quest 2, Windows Mixed Reality
- XR: MRTK

## Certifications

- Unity Advanced : Kajaani University of Applied Sciences (KAMK)

## Global Game Jam

- The best game theme. (Tunis 2018)

## Interests

Video games, music, movies, and TV series

## About Me

Unity Developer with innovative and creative ideas, paying special attention to new technologies and project details.

As an enthusiastic team player, I am committed to delivering the best results to clients while respecting deadlines and budget constraints.



## Professional Experience

Sept 2022 - Present

### POLYSMART , TUNISIA

Senior Unity Developer

- Develop and deploy games across multiple platforms.
- Optimize game performance to run efficiently according to specified hardware requirements.

Dec 2018 - Sept 2022

### INCEPT SOLUTIONS, TUNISIA

Unity Developer

- Development of holographic applications (PC/Mobile).
- Development of virtual tour applications (Unity WebGL).
- Development of augmented reality applications for mobile (Vuforia/AR Foundation).
- Designing "3D Application" solutions for smart cities, facilitating the purchase/rental/reservation of land/buildings.
- Developing solutions for Industry 4.0 (XR: Hololens).
- Creation of a virtual events platform (Unity WebGL):
  - Creation of an interaction system [Node.js WebSocket server] (chat/survey/Q&A).
  - Implementation of a file loading system (REST API).
  - Development of a movement system between venues.
  - Implementation of session navigation and video playback (live/VOD)..
- Development of virtual reality experiences (on Quest 2).

Jan 2018 - Jul 2018

### Z'ORCHESTRA, TUNISIA

Web & Unity Developer

- Design and development of a PC video game Adventure / Infiltration type
- Creating a website for promotional purposes.

Feb 2014 - May 2014

### PAPAROUNI ANIMATION, TUNISIA

Unity Developer

- Design and development of a 3D game.



## Academic Education

SEP 2016- JUN 2018

### Bachelor's Degree in Applied Studies

Higher Institute of Multimedia Arts of Manouba, Tunisia  
Bachelor's Degree in Applied Studies in Video Game Development

SEP 2012- JUN 2015

### Bachelor's Degree in Fundamental Studies

Higher Institute of Multimedia Arts of Manouba, Tunisia  
Bachelor's Degree in Computer Science and Multimedia



## Languages

- English - Professional Skills
- French - Professional Skills
- Arabic - Native Language