



SOLTANA MOHAMED IHEB

Gaming Engineering Student

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in Mohamed Iheb Soltana

☎ 53015963

📍 Tunis, Tunisia

SKILLS

Programming languages :

C#, C++, Java, JavaScript

Game Engines:

Unreal Engine, Unity

Database Management Systems :

Firebase, MySQL, MongoDB

Server-Side Frameworks

NodeJS, .NET, Spring Boot

Game Design:

Blender, Maya, Photoshop

EDUCATION

Computer Engineering Diploma

2021 - 2024 (ESPRIT, Tunis)

Telecommunication Licence Degree

2018 - 2021 (ISSAT, Gafsa)

Project Management

OpenProject, GitHub, Gitlab,
Trello

LANGUAGES

Arabe	Native
English	Bilingual
French	Professional

ORGANIZATIONS

JCI Gafsa : 2019
Vice-President of External relations
IEEE Esprit : 2021
Media Manager

SUMMARY

As a game developer student with Unity experience and Git proficiency, I have demonstrated my ability to work in a team environment to create engaging and immersive games. I am passionate about game development and eager to continue learning and growing as a developer.

EXPERIENCE

Metaverse Engineering at Dar Blockchain (Tunis, Tunisia)

Jun 2022 - Sep 2022

- Interned at 'Dar Blockchain' for 4 months, where I contributed to the development of 'Hegemony', a Metaverse on Unreal Engine which is a Learn & Earn NFT-powered platform.
- Developed the game mechanics and worked on the multiplayer solution.
- Conducted testing and bug fixing, and collaborated with team members.
- Skills/Tools: Unreal Engine, C++, Blender, Trello, Git.
- **Received positive feedback from my supervisor for my contributions to the game's architecture and development."**

PROJECTS

VR Game Development, Game Design, Physics and sound designer

Sep 2022 - May 2023

- 'FLOCKED VR' a multiplayer 3D virtual reality arcade space shooter game using head based movement or controllers.
- Coordinated the efforts of a team of 4 developers, programmers and designers.
- The game is in development for 8 months.
- Skills/Tools: Unity, C#, JavaScript, Maya, Netcode for game objects, OpenProject, mattermost, Git.
- **Our game project was awarded one of the Best Projects at the University Projects Event 2023.**

Co-Working VR space

Nov 2022

- Chaos Control was one of the finalist projects in the Metaverse Tunisian Summit Hackathon.
- I formed the teams and I guided everyone towards something we were all passionate about, while keeping constraints and limitations in mind
- Skills/Tools: Unity, C#, Photon, NodeJS, NLP.

E-Learning App Integrated project Web, Java and mobile ESPRIT

Jan 2022 - May 2022

- Designed and developed an e-learning platform for desktop web and mobile devices, focusing specifically on enhancing the events system, class reservation functionality, and integrating a calendar for managing class timings. Additionally, I implemented a feature that allows users to leave comments and provide feedback
- Skills/Tools: Java, Symfony, CodeNameOne.

HOBBIES AND INTERESTS

Other than my passions of playing video games and associative life I also have a football team that I play Left-Back for every week, another one of my interests is reading, in particular self-help and biography books. Besides I Enjoy Camping from time to time to relax, it helps me to be more creative and brainstorm new ideas.