Mohamed Khalil Chabir

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EDUCATION

ISI Ariana - Higher Institute of Computer Science Sept. 2024 – Present
Master's degree in Software Development and Emerging Technologies *Ariana, Tunis*

ISAMM - Higher Institute of Arts and Multimedia Sept. 2021 – June 2024
Bachelor's degree in Video Game Development *Manouba, Tunis*

Highschool El Manzah 6 Sept. 2020 – June 2021
Highschool Diploma "Baccalauréat" in Computer Science *Ariana, Tunis*

EXPERIENCE

Freelance Developer Jan. 2021 – Present
Fiverr, Upwork *Remote*
- Collaborated with global clients and studios to develop web and mobile applications and video games.
- Satisfied clients across multiple platforms (Fiverr, Upwork, Project contracts).
- Delivered high-quality projects, with ensuring client satisfaction and recurring business.

Artificial Intelligence Game Programmer Intern Jan. 2024 – May 2024
Herodot Studio *Ariana, Tunis*
- Developed Advanced NPCs for the game Wakeup: Medina Thrills using Unity behavior tree systems, improved NPC behavior by 40%.
- Contributed to the project's success by completing 80% of AI development tasks.
- Gained experience in animation and rigging with Blender to enhance my technical skills.

Level Game Designer Remote Mars 2023 (2 weeks)
NKX Studio *Toulouse, France*
- Designed and developed three detailed game levels (Cave, Forest, and Nature) with a focus on environment aesthetics and level design using Unity.
- Delivered a fully playable game scene and incorporated feedback to improve gameplay mechanics and overall player experience.

Unity/C# Developer Intern June 2022 – July 2022
CGI Studio *Nabeul, Tunis*
- Collaborated on designing gameplay mechanics and creating immersive zombie environments.
- Delivered a functional prototype demonstrating creativity and technical skills as my first internship.

PROJECTS

The Odin Project | *PERN Stack (PostgreSQL, Express.js, React, Node.js)* Present
- Create web applications projects by following curriculum
- Developed a full-stack web application using Node/Express serving a REST API with React as the frontend

University Projects | *Unity, Unreal Engine 5, C#, C/C++, Three.JS, VR/AR* Sept. 2021 – June 2024
- Collaborated with classmates to develop Game, Web, and VR projects, fostering strong teamwork and problem-solving skills.
- Contributed to instructor-led projects, utilizing diverse technologies to meet goals.

Personal Projects | *Game development, Software Development* Ongoing
- Developed and published personal game projects, participated in game jams, and worked towards releasing games on Steam and Itch.io.
- Built web and mobile apps to expand skills in software development. Projects are available on GitHub.

TECHNICAL SKILLS

Languages: C/C++, C#, JavaScript, Java, SQL
Frameworks: React, Express.js, PostgreSQL, MongoDB
Developer Tools: Git, Github/Gitlab, VS Code, Visual Studio, Jira, Trello
Engine/Technlogies: Unity, Unreal Engine, OpenGL, Blender, Raylib