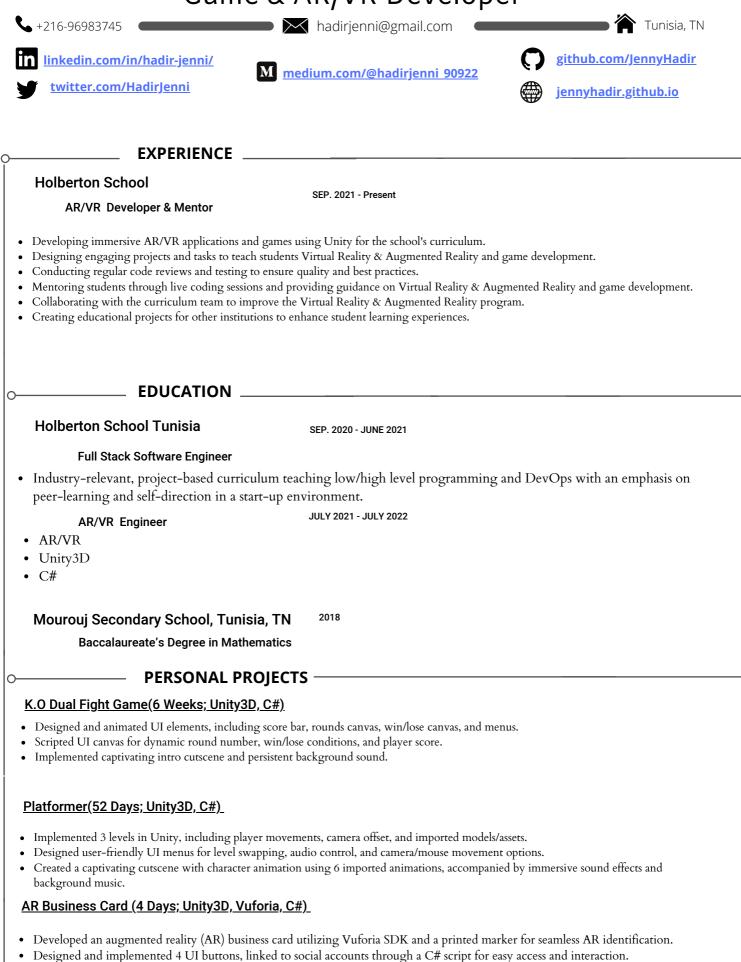
HADIR JENNI

Game & AR/VR Developer



• Enhanced the user experience by animating the 4 buttons using visually appealing effects.

VR Room (7 Days; Unity3D, XR Interaction ToolKit, C#)

- Implemented teleportation and smooth movement in VR to enhance locomotion.
- Created interactive objects for player interaction, such as grabbing, opening doors, and activating projectors.
- Prioritized minimizing VR motion sickness for a comfortable experience.

360 video tour (11 Days; Unity3D, C#, XR Interaction ToolKit)

- Developed an immersive 360° video tour of Holberton SF campus using Unity3D and C#, incorporating VR camera and wrapped videos.
- Designed intuitive UI button hotspots with Fade In/Out animations for seamless transitions between spheres.
- Implemented interactive UI buttons in each sphere, triggering informational text boxes and persistent background sound.

Oasis of Vectors (20 Days; Unity3D, C#, XR Interaction ToolKit, XR Plugin Management, Oculus XR Plugin)

- Developed an educational VR game, "Oasis of Vectors," using Unity and C#, featuring an immersive FPS gameplay with a fullbody player model that mimics real human movements and rotation.
- Created a visually stunning oasis environment where players follow displayed vectors to reach a city, collect treasures, and manage their water supply using a water slide feature.
- Implemented complex mechanics including vector-based navigation, treasure collection, score tracking, dynamic level progression, diverse scenes with visual effects, immersive sounds, and a captivating cutscene.

<u>Space Bowling(15 Days; Unity3D, C#, WebXR, WebGL, ProBuilder, XR Interaction Toolkit)</u>

- Created "Space Bowling," a webXR project for Holberton School's AR/VR program, integrating webGL and Unity for educational purposes.
- Designed an immersive space-themed bowling game in an amusement park, enabling players to throw balls and avoid traps with a top-view camera perspective for better maneuvering.
- Integrated both VR (Oculus controllers) and normal (mouse/keyboard) input methods, making the game accessible to all players, with the goal of reaching at least 35 points by hitting pins and avoiding traps.

Math Escape Room(30 Days; Unity3D, C#, XR Interaction ToolKit, XR Plugin Management, Oculus XR Plugin)

- Developed a captivating math escape room game with six unique scenes, challenging players with math-related questions, interactive doors, and hidden keys.
- Implemented immersive gameplay mechanics, including full-body player models, simulated movements, and rotation, creative animations for correct and incorrect answers, and surprise challenges like defusing bombs.
- Designed a complex puzzle progression system, requiring players to solve equations, collect hidden keys, uncover hints, and navigate through multiple levels while incorporating UI elements, interactive buttons, and captivating audiovisual effects.

Languages

- English
- Arabic
- French

Skills

Game Development:

C#, Unity3D, .NET framework

Version Control:

Git, Plastic SCM

Programming/ Scripting:

C, JavaScript, Python, Bash Scripting, SQL