HADIR JENNI

Game & AR/VR Developer

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EXPERIENCE

Holberton School

SEP. 2021 - Present

AR/VR Developer & Mentor

- Developing immersive AR/VR applications and games using Unity for the school's curriculum.
- Designing engaging projects and tasks to teach students Virtual Reality & Augmented Reality and game development.
- Conducting regular code reviews and testing to ensure quality and best practices.
- Mentoring students through live coding sessions and providing guidance on Virtual Reality & Augmented Reality and game development.
- Collaborating with the curriculum team to improve the Virtual Reality & Augmented Reality program.
- Creating educational projects for other institutions to enhance student learning experiences.

EDUCATION

Holberton School Tunisia

SEP. 2020 - JUNE 2021

Full Stack Software Engineer

- Industry-relevant, project-based curriculum teaching low/high level programming and DevOps with an emphasis on peer-learning and self-direction in a start-up environment.

JULY 2021 - JULY 2022

AR/VR Engineer

- AR/VR
- Unity3D
- C#

Mourouj Secondary School, Tunisia, TN

2018

Baccalaureate's Degree in Mathematics

PERSONAL PROJECTS

K.O Dual Fight Game(6 Weeks; Unity3D, C#)

- Designed and animated UI elements, including score bar, rounds canvas, win/lose canvas, and menus.
- Scripted UI canvas for dynamic round number, win/lose conditions, and player score.
- Implemented captivating intro cutscene and persistent background sound.

Platformer(52 Days; Unity3D, C#)

- Implemented 3 levels in Unity, including player movements, camera offset, and imported models/assets.
- Designed user-friendly UI menus for level swapping, audio control, and camera/mouse movement options.
- Created a captivating cutscene with character animation using 6 imported animations, accompanied by immersive sound effects and background music.

AR Business Card (4 Days; Unity3D, Vuforia, C#)

- Developed an augmented reality (AR) business card utilizing Vuforia SDK and a printed marker for seamless AR identification.
- Designed and implemented 4 UI buttons, linked to social accounts through a C# script for easy access and interaction.
- 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 full-body 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.

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

- 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