

Selim Salmi

Full Stack Developer | Game Developer

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PROFILE

Game developer specializing in Unity and XR, focused on building immersive multiplayer experiences and interactive systems. Strong foundation in real-time networking, gameplay mechanics, and AI integration, with additional experience in full-stack development.

EXPERIENCE

- Tunisie Securite, Software Developer Intern** 01/2024 – 05/2024 | Tunisia
- Developed a full-stack application using Angular and Spring Boot.
 - Implemented real-time communication using WebSockets
 - Designed interactive map features using Leaflet API.
 - Worked on system performance and real-time data synchronization.
- Easyward, Intern** 01/2023 – 02/2023 | Tunisia
- Developed a web application using Angular and PHP.
 - Worked with WordPress and client management systems.
- Topnet, intern** 01/2022 – 02/2022 | Tunisia
- Observation of the environment and work methods

EDUCATION

- Software engineering, Esprit, Higher School of Engineering and Technologies** 2024 – Present | Tunisia
- Bachelors Degree in Computer Science, ISET Rades** 2021 – 2024 | Tunisia
- High school diplomas: Economics and Management, Lycée Ali Douagi la Marsa Saada** 2017 – 2021 | Tunisia

SKILLS

Game Development (Unity (C#) XR/VR Development Multiplayer Networking Multiplayer Systems Game Mechanics AI Integration Blender), **Programming** (C# Java Python JavaScript PHP), **Web** (Angular React Spring Boot MySQL PostgreSQL MongoDB), **Tools** (Git Docker Unity Gaming Services Vivox Blender)

LANGUAGES

- English** — Professional
- French** — Fluent
- Arabic** — Native

INTERESTS

- Game Design and Development
- 3D Modeling and Interactive Experiences
- XR/VR Technologies

PROJECTS

MEGANOPOLY XR Multiplayer Game, (Unity, C#, VR, Networking)

- Developed a room-scale XR multiplayer game inspired by Monopoly using Unity.
- Implemented real-time multiplayer system supporting up to 4 players.
- Designed 8 mini-games with unique mechanics and interactions.
- Built gesture-based interaction and immersive holographic UI.
- Integrated spatial voice chat for player communication.
- Created and integrated 3D assets using Blender.

MAGIC ARENA XR Spellcasting VR Game

- Developed a VR combat game featuring wave-based enemies with increasing difficulty.
- Implemented puzzle-based progression system across multiple levels.
- Integrated voice-controlled spell casting using a trained AI model.
- Designed elemental abilities with unique gameplay effects.

BAD ICE CREAM 3D Multiplayer Game

- Developed a 3D multiplayer arcade game inspired by Bad Ice Cream.
- Implemented AI-driven fruit behaviors and enemy competition mechanics.
- Integrated Unity Gaming Services for authentication and matchmaking.
- Implemented real-time voice communication using Vivox.
- Developed multiplayer synchronization systems.

ADDITIONAL TRAINING

- ReactJs Training** 2022 | GoMyCode
- Manipulating ReactJS and its methods
- Web Development Training** 2021 | GoMyCode
- Covered fundamentals of modern web development (HTML, CSS, JavaScript).