

SYRINE KHELIFI

Software Engineer & Unity3D Developer

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📍 Sousse, Tunisia

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EDUCATION

Pathway in Enterprise Systems Engineering Erasmus+

Escuela Politécnica Superior, Universidad de Alcalá

📅 July 2022 (Summer school)

📍 Spain, Alcalá de Henares

- Courses: Information systems security, Data processing (**Kafka**, **Spark**, **MongoDB**), Data analysis & modeling, Systems simulation (**Tableau**), Digital Business integration (**Web Services**, **Quarkus**).

Software Engineering

Higher Institute of Applied Sciences and Technology, University of Sousse

📅 Sept. 2020 - Present

📍 Tunisia, Sousse

- Courses: Middlewares & Application Integration (**RMI**, **CORBA**, **RPC**, **Message Brokers**, **Kafka**), Advanced Programming (**J2EE**, **Java Beans**, **EJB**, **JPA**), **SOA** (**SOAP**, **REST**, **MuleSoft**, **SysML**), Software engineering (**SDLC**, **Design Patterns**, **Agile**, **DevOps**).

Bachelor of Science, Information Systems

Higher Institute of Applied Sciences and Technology, University of Sousse

📅 Sept. 2017 - July 2020

📍 Tunisia, Sousse

- Courses: Algorithms & Data structures, Databases, OOP, UML, Serious Games Fundamentals, Mobile Game Development (**Javascript**), Game Engines (**Unity3D**), Gamification, Level Design, HMI.

EXPERIENCE

Internship | Unity3D & ML Developer

AllianTech SAS

📅 Aug. 2021 - Sept. 2021

📍 France, Gennevilliers

- Automatically generated Synthetic Datasets used for sensors classification & used it to train classification models (**Unity3D Perception**, **C#**, **Python**, **Tensorflow**, **Teachable machine**).
- Integrated the trained model in a mobile app (**Flutter**, **Dart**).
- Presented the work directly to the CEO & the engineering team & got positive feedback.

Graduation Internship | Unity3D Developer

Envast

📅 Feb. 2020 - June 2020

📍 Tunisia, Sousse

- Researched methods to apply Gamification into Scrum to motivate Team Members by using the **Octalysis Framework**.
- Implemented features of the new Gamified Scrum methodology in a mobile app including currency, leaderboards and badges and an AR character customization system, a video conferencing system for team meetings (**Unity3D**, **C#**, **Firebase**, **Vuforia**, **Agora.io**).

Internship | Unity3D Developer

3D Wave

📅 June 2019 - Aug. 2019

📍 Tunisia, Sousse

SKILLS

Game Development

Game Design

Gamification

Serious Games

3D Modeling

Level Design

AR

Design Patterns

OOP

UML

SOA

Software Architectures

Middlewares & Application integration

Relational & NoSQL Databases

Mobile & Web Development

Agile & Scrum Methodologies

UI/UX Design

Version Control

PROGRAMMING

Unity3D

C#

.NET

ASP.NET Core

Vuforia

ARCore

Javascript

Python

Dart

Flutter

Java

J2EE

Spring Boot

Quarkus

Kafka

MuleSoft

Spark

Azure Cloud

Firebase

MySQL

MongoDB

Postman

Git

Trello

PUBLICATIONS

- Khemaja M., Khelifi S.(2022), GaminScrum an Adaptive Gamification Approach Applied to Agile Processes in Handbook of Research on Gamification Dynamics and User Experience Design - IGI Global (In press).

ACHIEVEMENTS



Microsoft Learn Student Ambassador
Jan. 2022

COMMUNITY LIFE

Head of Game development Department & Unity3D Instructor

Microsoft IssatSo Club

📅 Oct. 2021 - Dec. 2021

- Conducted several technical and behavioural interviews with candidates.
- Prepared a detailed curriculum for the hands-on work sessions on Unity3D and C#.

- Designed and built a mobile app for a Hotel allowing users to authenticate, register their check-ins, use help desk services and access a list of events, activities and restaurants (**Unity3D, C#, Firebase**).
- Developed a 3D shooter game in AR, a multiplayer game and used these prototypes to analyse and optimise their performances on mobile devices (**ARCore, PUN 2, Unity Profiler**).

PROJECTS

Valorant Game microservices clone

 [Enirys/final-microservices](#)

 2022

- Designed and built Microservices and REST APIs for managing characters and their abilities, shop, currency, inventory, teams and matchmaking services (**Spring Boot, JPA, H2 DB**).
- Used **MuleSoft** as a middleware to create flows for integrating the Microservices and created endpoints that enables client app to communicate with the APIs.
- Implemented a REST client in **Unity3D** to test the endpoints created by MuleSoft.

Realtime tracking Web Application

 [Enirys/kafka-localisation-app](#)

 2021

- Built a web app that allows users to generate a route between 2 positions placed on the map and simulate the movement along the route by implementing the Publish/Subscribe communication model (**Spring Boot, Kafka, Python, Mapbox**).

Sensors classification Mobile Application

 [Enirys/sensor-classification](#)

 2022

- Generated a synthetic dataset for the sensors, trained a classification model on the cloud and developed a mobile app that uses the REST APIs provided by the cloud to make predictions (**Unity3D, C#, Unity Perception, Azure Custom Vision**).
- Used a pre-trained model on the cloud to analyze and extract information from an invoice (**Forms Recognizer**).

Hangman Game

 [Enirys/Tkinter_hangman_game](#)

 2020

- Designed the UI, implemented basic gameplay with 2 game modes: Player vs Computer & Player vs Player (**Adobe xd, Python, Tkinter**).

Pokemon AR game

 [Enirys/Pokemon-Augmented-Reality-Game](#)

 2019

- Implemented a turn-based local multiplayer Pokemon card game in AR (**Unity3D, C#, Vuforia SDK**).

Serious Web game

 [Enirys/Pokemon-Augmented-Reality-Game](#)

 2017

- Designed game environment assets, player character and UI.
- Implemented an infinite side scrolling background, player movement, collision detection, a scoring and a health system and a boss fight (**Adobe Illustrator, Javascript, HTML**).

- Advised on applying Gamification principles for the community members.

Member

[Google DSC IssatSo](#)

 Nov. 2020 - Sept. 2021

- Learned the basics of ML & AI with hands-on work sessions on Tensorflow and applied the acquired knowledge to complete labs on Google's Qwiklabs platform.

General Secretary

[IssatSo Gaming Freaks](#)

 Sept. 2018 - Sept. 2019

- Organized, conducted meetings with the community members and provided detailed reports about the events and meetings.

CERTIFICATIONS


Software Product Management Specialization

[University of Alberta - Coursera](#)

 May 2021

Introduction to Augmented Reality and ARCore


[Google Daydream Impact - Coursera](#)


 Feb. 2020

LANGUAGES


French (Bilingual) ● ● ● ● ● ● ● ●
 English (Fluent) ● ● ● ● ● ● ● ●
 Spanish (Basics) ● ● ● ● ● ● ● ●

INTERESTS

 **Playing Video Games**
FPS, MMORPGs, Hypercasual mobile games


 **Video Editing**
Adobe Premiere Pro, After Effects, OBS Studio Screen capture

 **Graphic Design**
Adobe xd, Illustrator, Photoshop

 **Solving Rubik's Cubes**
2x2,3x3,4x4

 **Music**
Practised Violin for 4 years

 **Sports**
Played Volleyball for 3 years

 **Arts**
Traditional drawing & digital painting