

MED SALAH BOUROUBA

Unity Games and XR Developer

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WORK EXPERIENCE

Lead Unity Developer

Paradox Technologies LENSES - Dubai, UAE

2024 – Present

- Developing games in Unity engine.
- Developing AR/VR Solutions.
- Leading a large team of Junior/Senior developers from concepting to publishing.
- Delivering high end projects for clients such as PAUSA, KAFD and Riyadh Season 2024 in KSA.
- Doing code reviews and managing project branches.

Lead Unity Developer

KodKodKod Studio - Paris, France

2024 – 2024

- Developing games in Unity engine
- Developing AR/VR Solutions
- Leading a large team of Junior/Senior developers.
- Picking up the right tools/technologies for each project
- Doing code reviews and managing project branches

Lead Unity Developer

Halphen - Geneva, Switzerland

2024 – 2024

- Developing games in Unity engine
- Developing WebGL solutions
- Creating HD characters in Unreal Engine Metahuman
- Developing 3D websites in ThreeJS WebGL
- Leading operations and a team of game developers

Founder and CEO

GamesMechanic - Tunisia

2020 – Present

- Securing commissions with broadcasters
- Originating new concepts and formats for the Company
- Developing possible co-production opportunities with other Production Companies
- Implement and execute annual fundraising plan to meet fundraising goals
- Contributing into on-going projects
- Providing leadership, strategy, planning, and guidance
- Promoting development through the best alternative ways and in a cost-effective manner

STRENGTHS

- Hard-working
- Eye for detail
- Team-Player
- Creative
- Resourceful
- Confidence

TOOLS

Unity Engine	●●●●●
Visual Studio	●●●●●
Plastic SCM	●●●●●
Git SCM	●●●●●
Metahuman	●●●●●
Unreal Engine 5	●●●●●

Senior Unity Developer

AR Machine - USA

2023 – 2024

- Prototyping educational games
- Originating new concepts and formats for the Company
- Developing 3d, AR and VR games.
- Implementing new features on existing games.
- Contributing into on-going projects
- Providing leadership, strategy, planning, and guidance
- Promoting development through the best alternative ways and in a cost-effective manner

Senior Unity Developer

Full Remote Factory - Tunisia

2023 – 2023

- Prototyping educational games
- Originating new concepts and formats for the Company
- Developing 3d, AR and VR games.
- Implementing new features on existing games.
- Contributing into on-going projects
- Providing leadership, strategy, planning, and guidance
- Promoting development through the best alternative ways and in a cost-effective manner

Unity Developer

Alter Learning - USA

2023 – 2023

- Prototyping educational games
- Originating new concepts and formats for the Company
- Developing 3d, AR and VR games.
- Implementing new features on existing games.
- Contributing into on-going projects
- Providing leadership, strategy, planning, and guidance
- Promoting development through the best alternative ways and in a cost-effective manner

Unity Developer

Le Polish Bureau - Poland

2023 – 2023

- Prototyping educational games
- Originating new concepts and formats for the Company
- Developing 3d, AR and VR games.
- Implementing new features on existing games.
- Contributing into on-going projects
- Providing leadership, strategy, planning, and guidance
- Promoting development through the best alternative ways and in a cost-effective manner

Solutions Engineer

EDUCATION

Holberton School

Software Engineering

Holberton School

Game Development and AR/VR

Critical Manufacturing

Back-end MES developer certificate

LANGUAGES

English ●●●●●

Arabic ●●●●●

French ●●●●●

FrontWell Solutions - Germany

2022 – 2023

- Participate in project scoping activities with engineering team
 - Analyze software requirements to determine feasibility of design within time and costs constraints
 - Consult with engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system, including requirements gathering and gap analysis
 - Design software and database systems, using scientific analysis and mathematical models to predict and measure outcome and consequences of design
 - Design, maintain, and support the database schemes, application code and interfaces
 - Develop and direct software system testing procedures, programming, and documentation.
 - Configure and deploy computer systems including servers, PCs, laptops, printers, and data collection and measurement devices.
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Unity Developer

Shetech Studio - Dubai

2022 – 2022

- Receive and respond to Customer Adaptation request from market support team
- Creation of "New Product Specification" sheet in terms of product features, documentation and maintenance of technical concepts for new projects
- Support and create technical feasibility study for new product concept and convert them to system defined variant codes.
- Creation and maintenance of Project Time-plan and follow up project GATEs as per time plan.
- Identify, collect& deliver techno-commercial feasibility study of potential cost reduction ideas to program manager