Mohamed Mecegguem

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Summary

Passionate Unity Game Developer and XR enthusiast I have 5+ years unity 3d experience and 2 years Unity XR Development I'm result driven I've worked on many projects that sharpened my skills and I'm looking for exciting challenges.

here is some links to some of my projects I have done so far :

Israa Media projects :
Learn4D playstore link : https://play.google.com/store/apps/details?id=com.israamedia.learndz
youtube link : https://www.youtube.com/watch?v=QTqDrq9i3C0

My artstation and youtube channel:
https://www.artstation.com/artwork/b5Pakv
https://www.youtube.com/c/MecegguemMohamed/videos

Collaboration projects and side projects:
https://www.youtube.com/watch?v=u1GpTcEGGgI
https://drive.google.com/file/d/1omYBzesdxowueFgIa8kiW-3sS90cbZMO/view?usp=sharing
https://drive.google.com/file/d/1AizNvpALB0Yb5KWeI6__jqlATH-JjX5M/view?usp=sharin

Experience

Senior Lead Software Developer and Technical Consultant

Israa Media

Dec 2021 - Present (6 months +)

Working as part time senior lead software developer and technical consultant.

Tools and softwares I'm using :
Python, Unity3D, C++

Unity 3d Developer

Israa Media

Jan 2021 - Sep 2021 (9 months)

My mission was to conceptualized a new user interface from users feedbacks who were using the first version of the app to help deliver a better user experience(ux) and user interface(ui).

Building a simplified user interface with possibilities to play sound effects and voice over for each science scene to better explain and to simplify the mechanism of action of natural phenomena.

Importing updated 3d models and integrating new shaders.

I was Awarded for the best Unity Developer when working with Israa Media for showcasing my problem solving and researching skills .

Unity 3d Developer
Israa Media
Jan 2020 - Oct 2020 (10 months)

Created an augmented reality educational android app for middle
school students using Unity3D and Vuforia AR.

I have used Vuforia augmented reality engine and unity3d for AR image target tracking.

Technologies i used :
Unity3D, C#, Firebase, Google cloud, Google analytics, Vuforia AR,
HTML5, CSS3, JavaScript

Unreal Engine Developer
KTALYSE
Dec 2017 - Aug 2020 (2 years 9 months)

Responsibilities :

- Designed and implemented a user interface inside unreal engine with a c++ integrated web browser for EDF France electricity for smart account management.

- Checks the feasibility of software prototypes.

- Code Refactoring and bug fixing.

Technologies i used :
Unreal Engine, Blueprint, C++, C#

Junior Software Engineer
Indépendant
Jan 2015 - Jan 2018 (3 years 1 month)
Working as a freelancer unity 3d developer

Education

Sciences and Technology University of Oran - Mohamed Boudiaf (USTO-MB)
Licentiate degree, Mechatronics, Robotics, and Automation Engineering
2019 - 2021

Licenses & Certifications

Theoretical and practical understanding of javascript - Sololearn

942964

Certified Computer Programmers and Interactive Media Developers - Israa Media

Skills

Unity • Unreal Engine 4 • C# • C++ • .NET Framework • Augmented Reality (AR) • Web Development • Software Development • JavaScript • React.js