

Dorra Jemili

GAME DEVELOPER & ARTIST

PROFESSIONAL SUMMARY

Polyvalent game development student with experience in developing in teams and under pressure. Adaptable and a fast learner, seeking to gain new experiences and perspective in all aspects of game development. Skilled in C#, GDScript and Python. Willing to learn new game engines beyond Unity and Godot.

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EDUCATION

Engineering degree in Computer Science, Minor in Game Development | 2022-2027

ESPRIT: School of Engineering, Ariana

- Relevant Coursework: Fundamentals of Unity Development, XR Development, Multiplayer Techniques in Unity, Game Theory in Mathematics, Applied Project in Game Development

PROJECTS

Multiplayer 2D Game Development: "Onar Nekros"

Final Project, Second Semester of 4th Year of University

- Synthesized skills into creating a 2D multiplayer roguelike dungeon crawler game in Unity
- Utilized versioning tools to facilitate project management and teamwork
- Created art and music assets with Aseprite and Ableton

VR Game Development: "Magic Arena"

XR Dev Course, First Semester of 4th Year of University

- Developed an immersive VR game with microphone support for casting spells
- Extended period of playtesting and developed feedback-taking skills
- Cross-Platform support for MetaQuest headsets and PC via XR simulator

Singleplayer SDL 2D Game Development: "Traveller"

Final project, Second Semester of 1st Year of University

- Developed a 2D game using SDL 1.2 and C language on Ubuntu virtual machine
- Built physics and mechanics from the ground up with no engine
- Created art and music assets with Aseprite and FL Studio

INTERNSHIPS

Game Development Summer Internship @ IndieCade

Game Jam and Internship, Summer of 2025 (June-August)

- Developed a 2D deck-building card game with a team of international developer
- Attended tech showcases and created devlogues on Itch.io
- Learned the cycle of a video game from ideation to release during a bootcamp

MISC.

LANGUAGES

- Arabic, Native Speaker
- French, Bilingual
- English, Bilingual
- Japanese, Fluent
- Mandarin Chinese, Conversational

ACHIEVEMENTS

- 2022 - Recipient of Best Public Speaker Award at Enactus ESPRIT ICT
- 2021 - Recipient of a Bachelor of Science in Game Development Scholarship at NYU Shanghai
- 2018-2019 - Member of the Carthage Symphony Orchestra (Guitar & Choir)

HOBBIES

- Digital Art
 - Bass Guitar
 - Music Production
 - Creative Writing
 - 3D Sculpting
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