



Adam Rafrat Software Engineer

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PROFILE

Ambitious and message-oriented computer engineering student experienced with game development, full-stack web solutions, and CI/CD pipelines. Proficient in creating immersive gaming experiences, scalable web apps, and automated deployment systems. Proficient at combining cutting-edge mechanics while building great projects by prioritizing the user experience.

EDUCATION

Esprit, Bachelor of Science in Computer Engineering

Tunis

PROFESSIONAL EXPERIENCE

Re:School, Game Development Intern

07-2024 – 08-2024

- Enhanced *Al Moughamiroun 2*, a 2D educational game, by expanding themes from **5** to **8**, adding **7+** maps per theme.
- Integrated advanced mechanics such as zero gravity, reversed gravity, and planet gravity, boosting player engagement.
- Optimized gameplay systems, reducing response time by **25%**, and ensured seamless alignment with educational objectives.

Technologia Academy, Full Stack Web Developer

08-2023 – 09-2023

- Designed and implemented a high-performance website using **Angular** and **Express.js**, achieving sub-3-second load times.
- Developed responsive UI components, enabling real-time data interaction through RESTful APIs.

Tunis

CPF, Exploratory Internship

06-2021 – 07-2021

- Gained practical experience in **database management** and **enterprise-grade backup systems**.
- Conducted hands-on exploration of computer hardware and networks, enhancing technical diagnostic skills.

Tunis

SKILLS

Programming Languages: C#, TypeScript, C++, Java, Dart, Solidity • **Full-stack:** Angular, Express, Spring, ASP.NET, Symfony •
CI/CD: Docker, Jenkins, GitLab CI, SonarQube, Nexus, Trivy, Grafana. • **Database Management:** MySQL, PostgreSQL, MongoDB. •
Game Development: Unity (2D/3D, VR, ML-Agents), Unreal Engine, Maya (Modeling, Animation, Texturing, UV Mapping).

CERTIFICATES

Mean JS
Technologia Academy

Service-Oriented Architecture
University of Alberta

Introduction Front-End Development
Meta

AWARDS

Game Jam Participant, Global Game Jam

2024

Participated in a collaborative and intensive game development event.

First Place in Project Ball, Esprit

2020

Received recognition for delivering the most outstanding project among all first-year classes, a video game created with SDL.

RELEVANT PROJECTS

Artounsai, (Flutter)

2024

- Developed an art gallery mobile app with advanced user interfaces and secure Firebase integration.

Sea of Wonders, (Unreal Engine)

2024

- Designed an underwater exploration game featuring immersive mechanics and realistic environments.

Unity Racing AI, A*, Ad-Hoc, and MCTS

2024

- Developed a Unity-based racing game where three cars race using distinct algorithms—A* for pathfinding, Ad-hoc for heuristic-based navigation, and Monte Carlo Tree Search (MCTS) for decision-making.
- Designed and implemented the simulation to showcase algorithm performance

Pac-Man AI, (Unity ML-Agents)

2024

- Implemented AI-based gameplay with dynamic agent behaviors for enhanced player challenges.

LANGUAGES

Arabic: Native • **English:** B2 • **French:** B2

INTERESTS

Filmmaking • Art • Video Games • Cycling