



# MOHAMED KHEDHER

XR developer / Entrepreneur

I am a tunis based creative technologist, developer, entrepreneur working at the intersection of technology and storytelling, combining computer graphics, immersive experience development in virtual and augmented and mixed reality.

## Continuing Education

### ESPRIT [Higher institute of engineering and technology] [2015-now]

Engineer's degree in Software Engineering (specialization: Mobile software engineering)

## Skills

### Programming languages:

- C# (mainly with UNITY), C, C++, java (android), swift 4 (iOS)
- web: HTML, CSS, PHP, bootstrap, Javascript, Node.js
- Engines: Unity 3D, Unreal Engine, HTC Vive sdk, oculus sdk, Hololens sdk, Lumin SDK (Magic leap).
- Frameworks/libraries: Arkit, ArCore, ASP.NET, JAVAEE, Symfony, angular, sdl, QT, jQuery

### Database:

MySql, MongoDB, Oracle

### Methodologies and Design:

Scrum, Agile, UML, Design patterns

### Languages:

Arabic, French, English and German

### Interests:

Music, traveling and gaming

## Community & volunteering

### Organizations:

- Tunisian Game Developer (VR specialist)
- Esprit Game Developers (President)
- Microsoft club (Member)

### Hackathons and game jams:

- XR creators lab
- Global game jam
- Ludum dare
- Media loves tech
- DroidCon
- FAN : Digital art festival (Festival d'Art Numerique9

## Experience

### CTO and Co-Founder @ SUBMERGIA XR [2018-now]

XR solution providers, helping partners produce and distribute the full spectrum of immersive content (virtual reality, augmented reality, and mixed reality).

### XR (extended reality) Freelancer [2017-now]

Working on various projects in augmented and virtual reality, from games, interactive experiences to large scale installations.

### VR/AR developer @RedLabVR [2016-2017]

Working on projects in virtual and augmented reality in different fields (medical, creative, cinema, real estate...) using the latest technologies.

### Game Developer @Wololo Studio [2015-2016]

C# scripting for Unity, develop several games, including desktop, mobile and Oculus/cardboard.

### Video Editor @RedFishStudio [2013-2015]

Worked on video editing in all aspects of film production (vfx, color grading, compositing, editing...).

## Recent projects

### VstoRies (web, android, ios and GearVR)

VstoRies platform provides media companies the ability to produce/distribute immersive content (VR, AR and 360°) through their owned and operated channels.

### RIMINI project (Oculus, htc vive)

RIMINI is a camera man simulator where the user have all the physical camera's settings and behaviours attached to his controller and have the options to walk through the predefined map, record his best shots and import them in mp4 format (h.264).

### DrawIT (android, ios)

Augmented reality app letting the user sees a virtual image on the surface of which they are planning to trace a sketch, then share it on DrawIt's social platform and interact with other user's drawing.