

Youssef Neji

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[Portfolio](#) | [LinkedIn](#) | Sfax, Tunisia

About me

Polyvalent developer with a strong background in multimedia production, including 3D modeling, motion graphics, and interactive design. Specialized in augmented reality (AR) development while also open to virtual reality (VR) solutions, delivering innovative and user-focused immersive experiences.

Work Experience

SOFTWARE DEVELOPMENT & MULTIMEDIA MANAGER

11/08/2025 – CURRENT

TDS | TECHNOLOGY DEVELOPMENT SYSTEMS — Sfax, Tunisia

- Augmented Reality Development: Design and development of AR applications to support machine maintenance and technical training. (Vuforia ar based applicatons)
- Artificial Intelligence: computer vision and generative AI development based on pretrained models.
- Web & Digital Management: administration of the company's website, ensuring updated content.
- Social Media Management: Creating and managing social medias to enhance brand presence online.
- Multimedia Manager: graphic design, video editing.
- Photography & Filmography: Captured and edited high-quality photos and videos for events and products.
- Email: commercial@tds-didactic.com | Website: <https://tds-didactic.com>

VR & AI APPLICATION DEVELOPER (Internship)

01/01/2025 – 03/06/2025

University of Sfax — Sfax, Tunisia

- Developed and integrated AI-powered chatbots to answer student questions by collecting data and fine-tuning a pretrained model.
- Created a virtual 3D environment using Unreal Engine 5 to simulate an interactive university fair.
- Managed real-time communication between the AI system and the VR application.
- Collected various types of data, including user behavior, mini-game results, feedback, and conversation logs.
- Analyzed and visualized data using Python libraries, presenting insights through clear and informative graphs.

VIRTUAL EXHIBITION SPACE (VES) INTERN

01/03/2024 – 17/12/2024

Agency for the Development Heritage - HKA University — Germany, Malaysia, Oman, Tunisia

- Designed 3D objects for virtual exhibitions using Blender, Unity, and Unreal Engine.
- Conducted a Blender workshop in English for international students, enhancing their 3D modeling skills.
- Contributed to developing AR application for the Agency for the Development of Heritage and Cultural Promotion.

WEB DEVELOPER INTERN

01/07/2024 – 31/07/2024

Perfaxis — Sfax, Tunisia

- Developed and maintained a leave request management system using ASP.NET Core and SQL Server.
- Integrated email notifications for leave approvals and rejections using Outlook SMTP.
- Created responsive user interfaces using Tailwind CSS and Razor Pages.
- Ensured secure role-based access with Identity framework.

ROBOTICS & PROGRAMMING INSTRUCTOR

23/06/2025 – 21/07/2025

Cody Space at EIS - International School in Sfax — Sfax, Tunisia

- Taught children aged 6 to 10 the basics of programming using Scratch and LEGO WeDo.
- Guided students through hands-on projects, encouraging teamwork and innovation.

Education

Language Skills

- Mother tongue(s): Arabic
- English — B2
- French

Skills

Development: Augmented Reality, Python, Data Visualization, Laravel, Bootstrap, ASP .net, Git, Tailwind, React, Html+CSS+JS, JSON / Data Structuring.

Artistic: 3D Interaction Design, Photoshop Design, Unreal Engine 5, Sound Design, Virtual Reality, 3D Animation, 3D Modeling, Figma design.

Volunteering & Achievements

- Game Developer Team Leader, ISIMS Google Students Club (01/09/2023 – 01/04/2024): Organized with Google Developer Group workshops and events to promote coding, web development, and technology skills. Supported peers with hands-on learning and led a team using Trello.
- Hackathon 4th place – ISGI Sfax: Developed a website for people with disabilities called <https://wa3ini.netlify.app/>.
- Hackathon 1st Place Winner — Dev Fest with Google Developer Group in Sfax: Created a 3D animation explaining large language models.
- Ideathon 1st Place Winner – ISET Sfax: Won 1st place with a horror game concept; worked on UI/UX using Figma and team collaboration.