



AIT MOUDDAR KHAOULA

XR SOFTWARE ENGINEER

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PROFIL PERSONNEL

Software Engineer with 3+ years of experience in Unity development. Skilled in software architecture, networking, backend integration, XR interactive experiences, gameplay programming, and performance optimization, with experience delivering scalable applications from prototype to deployment.

ACADEMIC CARRIER

Bachelor of Computer Science Engineering

From 09/2019 TO 06/2022, ENSA Marrakech

Preparatory Program (MP)

From 09/2017 To 06/2019, CPGE Marrakech

Baccalaureate in Mathematical Sciences

From 09/2016 To 06/2017, Marrakech

STACKS

Game Development:

Unity, c#, Blender, Spine, DOTween

XR Development:

Unity XR, OpenXR, Meta Quest, XR Interaction Toolkit

Multiplayer & Networking:

Photon Fusion, PlayFab

Mobile Development:

- Flutter: (Firebase, cloudFunction, Sqflite)
- Android Native (Retrofit, ThingSpeak, SQLite)

Database:

PlayFab, MySQL, PLSQL, Oracle, PostgreSQL, MongoDB.

LANGUAGES:

- Arabic
- English
- French

PROFESSIONAL EXPERIENCE



KOKORO GAMES STUDIO

From 09/2025 to Present

• UNITY XR SOFTWARE ENGINEER

- Developed XR interactive experiences, simulations, educational solutions, and serious games using Unity and C#.
- Designed scalable architectures and interactive training experiences. (**Unity, c#, Unity XR**).



OKAMEL STUDIO

From 07/2024 to Present

• CO-FOUNDER & UNITY GAME DEVELOPER

- Developed original mobile games and client projects.
- Published and maintained mobile games on Google Play Store.
- Developed multiplayer games using Unity, Photon Fusion, and PlayFab.
- Leading projects from concept to release. (**Multiplayer, c#, XR, Game Development**).



ACRAB DESIGN MARRAKESH

From 12/2022 to 07/2024

• UNITY GAME DEVELOPER

- Developed high-quality games across diverse platforms to captivate audiences.
- Optimizing game performance and ensuring a seamless user experience for enhanced engagement. (**Unity2D/3D, c#, Blender, Game Development**).



ORANGE DIGITAL CENTER RABAT

From 02/2022 to 07/2022

• END OF STUDY PROJECT: XR & DIGITAL MARKETING

Unity Developer

- Developed a 3D simulation using Unity to showcase the digitalization of tifos within 3D stadiums. (**C#, Unity 3D and Blender**)

Development of "Animate It" Web Platform

- Administration space: digitalization of tifos within the stadiums (**django, python, et firebase**).
- User space: buy tickets and watch matches in virtual reality (**java, Angular, et Spring Boot**)

• CHALLENGE: AGRI MAKERS

- Contributed to the design and development of the mobile application "MyBee". (**Android, thinkspeak et java**).



MIC CONSULTING MARRAKECH

From 07/2021 to 09/2021

• ERP DEVELOPMENT ENGINEER INTERNSHIP

Odoo Developer

- Configured and developed the payroll module within Odoo ERP, providing comprehensive payroll management capabilities.. (**python, Xml, and postgresQL**)