

# AHMED AMINE ES-SELMOUNI

St. John's NL | 1-709-219-3395 | aaesselmouni@mun.ca

## Skills

- Coding languages: C#, Python, Java, Kotlin, Dart, JavaScript, HTML, CSS
- Environments: Windows, Mac, Linux
- Frameworks & Engines: Flutter, Unity, Node.js, React, Android Studio
- Able to acquire other technologies quickly
- Familiar with IT support procedures
- Problem solving & Troubleshooting
- Communication and leadership
- Teamwork and tutoring ability
- Time management
- High level of maturity

## Education

### Bachelor of Science

Expected in May 2025

Memorial University of Newfoundland — St John's, NL

- Major in Computer Science
- 3.8 GPA
- 88% average

### No Degree, Math & Science

CPGE Salmane Al Farissi — Salé, Morocco

- Preparatory Classes for Higher Engineering Schools
- Subjects: Mathematics, Physics, Chemistry, Engineering
- Completed one semester (Sep 2020 to Jan 2021)

### High School Diploma

Jun 2020

Groupe Scolaire Atlas — Rabat, Morocco

## Languages

### English:

Professional

### French:

Professional

### Arabic:

Professional

## Experience

### Math/Science Tutor - Hatcher Commons

Feb 2022 to Current

Memorial University of Newfoundland — St John's, NL

- Subjects: Mathematics, Computer Science
- Clearing students' doubts about certain topics
- Giving examples to better understand abstract concepts
- Going through practice questions to demonstrate the process of choosing which steps and rules to apply

### Students' Delegate

Sep 2020 to Jan 2021

CPGE Salmane Al Farissi — Salé, Morocco

- Conveyed the administration's communiqués and news to students and professors

- Represented the voice of students and their complaints
- Managed and administered group chats and servers

### Kids Activities Supervisor

Jun 2015 to Jun 2018

Association des oeuvres sociales des juridictions financières — Rabat & Casablanca, Morocco

- Supervised and organized kid groups
- Engaged kids aged 5 - 8 in interactive activities and organized arts and crafts
- Implemented developmentally appropriate instructional and activity plans to promote learning

## Projects

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### Portfolio Website [HTML, SCSS, JavaScript] (December 2021)

This is a website containing some information about me, my projects with short videos, and ways to contact me.

- Website hosted on Github Pages: [https://aaess.github.io/portfolio\\_website](https://aaess.github.io/portfolio_website)
- Project files: [https://github.com/AaEsS/portfolio\\_website](https://github.com/AaEsS/portfolio_website)

### WorldTime [Dart, Flutter] (August 2021)

This is a mobile app that uses web scraping and API calling to retrieve and show time data of regions from <https://worldtimeapi.org>. The app starts by automatically fetching the current time of the user's region. The user can choose from all of the regions presented in a scrollable list, or use an implemented search bar to find their desired one.

- Project files: [https://github.com/AaEsS/world\\_time\\_fapp](https://github.com/AaEsS/world_time_fapp)

### Save My Face [C#, Unity] (March 2021)

This is a personal commercial mobile game about my face controlled by the player. The goal is to 'save my face' from the balls shot by a cannon constantly facing the player. There are powerups that can help survive longer. At the end, a score of how many balls survived is shown. A leaderboard and ads are implemented as well.

- Game published on Google Play Store: <https://play.google.com/store/apps/details?id=com.AhAm.DodgEM>
- Project files: [https://github.com/AaEsS/MeasureIT\\_Game\\_OtherVersion-Pub](https://github.com/AaEsS/MeasureIT_Game_OtherVersion-Pub)

### Game Without Art [C#, Unity] (June 2021)

This game is similar to Save My Face. This one has more powerups and the ability to use more than one at once. Instead of a cannon shooting, each ball grows and pops to three small ones that act like their parent.

- Game published on Itch.io: <https://aaess.itch.io/game-without-art>
- Project files: <https://github.com/AaEsS/Lockdown>

### Slick Check [C#, Unity] (June 2021)

This is a simple mobile game app that tests your reaction to a stimulus. The user is supposed to press a button when a light turns green. If they miss or press when the light is red, they lose and receive their 'slick' score as a percentage. The game starts off slow but gradually speeds up.

- Project files: [https://github.com/AaEsS/Reflex\\_Check](https://github.com/AaEsS/Reflex_Check)

### DotDodge [C#, Unity] (November - December 2020)

This was my first personal project. It is a short game where the player tries to beat it by dodging all homing missiles. The game gets harder the longer you survive. The player wins when the timer hits zero.

- Game published on Itch.io: <https://aaess.itch.io/dotdodge>
- Project files: <https://github.com/AaEsS/dtddge-android>

## References

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Shannon Patrick Sullivan  
MUN Faculty: Math Professor  
E-mail: [shannon@mun.ca](mailto:shannon@mun.ca)