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 analogies 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

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**
- Project files: **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**

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**

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**

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

Shannon Patrick Sullivan
MUN Faculty: Math Professor
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