

# 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
- Microsoft Office
- Frameworks & Engines: Flutter, Unity, Node.js, React, Android Studio
- Able to acquire other technologies quickly
- Familiar with IT support procedures
- Problem solving & Troubleshooting
- Communication
- Leadership
- Teamwork
- Tutoring ability
- Time management

## Education

### Bachelor of Science

Memorial University of Newfoundland — St John's, NL

Expected in May 2025

- 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

Groupe Scolaire Atlas — Rabat, Morocco

Jun 2020

## Languages

### English:

Professional

### French:

Professional

### Arabic:

Professional

## Experience

### Math/Science Tutor - Hatcher Commons

Memorial University of Newfoundland — St John's, NL

Feb 2022 to Current

- 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

CPGE Salmane Al Farissi — Salé, Morocco

Sep 2020 to Jan 2021

- 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 groups of kids
- 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)

A website containing some information about me, some of my projects with short previewing 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)

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)

A personal commercial mobile game where 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. In 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)

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 into three small ones that act as 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)

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)

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)