



MED SALAH BOUROUBA

SOFTWARE ENGINEER
UNITY, AR/VR DEVELOPER

CAREER OVERVIEW

I am a software engineer who went through the IT-foundation fundamentals at Holberton School including low level programming, Higher level scripting and DevOps.

Currently studying Unity Game Development and AR/VR at Holberton School.

KEY COMPETENCIES

- Software Development and Architecture
- Game Development and AR/VR.
- Project/Team management.
- Problem Solving.
- Advanced Soft Skills.

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Github: <https://github.com/Brandixitor>

WORK SUMMARY

Software Engineer

Freelancer/Fiverr | Sept 2020 - present

- Developed various desktop softwares including a fully functional operating system.
- Developed multiple full-stack websites and web applications using Python and Flask.

Game Developer

Freelancer | Jul 2021 - Present

- Freelancer / Own projects.

ACADEMIC BACKGROUND

Lycee Wafa - Raoued

Bac info | Sept 2015 - May 2019

- Programming and algorithms.

Holberton School

Bachelor of Computer Science and engineering | Sep 2020 - Present

- IT-Foundation:
- Software Engineering.
- Low level programming.
- Higher level scripting.
- AR/VR:
- Unity3d.
- Game Development.
- C# and data structures.
- VR 360 room.
- ARkit.

SOFT SKILLS

- Creative
- Passionate for video games (Gamer since day 1)
- Wide-ranging knowledge of gaming trends.
- Strong analytical frame of mind.
- Ability to work as part of a team.
- Proficiency in C#.

HOBBIES

- Video Games.
- Going to the gym.
- Cars.