

MOHAMMED RIDHA MEHEMMAI

Software Engineer First Artist Second and Gamer In Between

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PROFILE

Hello! I'm Ridha (pronounced Ritha or Rida), a software engineer based in Algeria, who enjoys building things that contribute to make life easier. I develop desktop, mobile and web apps that provide intuitive, functional and performant features with efficient and modern technologies.

PROFESSIONAL SITUATION

Employee in [ENCC](#) - Algiers - Algeria

Computer Scientist May 2018 - Present

A State-owned company of Structure and Boiler-making Industry.

Main duties: manage and maintain the IT infrastructure based in the administrative unit out of 9 units with 610 Tons/Month of output, support network scalability to meet growth, intervene in other units to assist both in software and hardware issues, the design and development of software solutions.

#C# #Angular #Python #SqlServer #Pfsense #hMailServer #Qnap

EDUCATION

Constantine 2 University - Constantine - Algeria

Master degree in Software Engineering 2017

Master research theme: [The soft Computing for the optimization of the lifespan of a wireless sensor network](#).

PROJECTS

Professional :

[Simple document hub](#) (angular 6);

[HSE and quality control](#) (C# WPF);

[Database merging utility](#) (C#);

[Automated template mailing utility](#) (angular 7).

Personal :

[Desktop 2d game](#) (Java Libgdx)

[Basic 3d renderer](#) (Lwjgl 3);

[2d cross-platform game](#) (Unreal engine 4);

[Party members manager](#) (C# WPF Sqlite).

SKILLS

Languages: Java, C#, Python, JavaScript (Typescript), Matlab, Dart;

Libraries, frameworks and engines: JavaFx, Flutter, Ionic, Libgdx, Lwjgl, Unreal Engine 4;

Web technologies: (S)CSS, Bootstrap, Xml, Html, php, Angular 2+;

Database: MySQL, SqlServer 2008/2012, PostgreSQL, SQLite;

Game Development: using Java, Lwjgl, Libgdx and [Unreal Engine 4](#);

Digital Art: Character design, Splash art and pixel art;

Basic Video Editing : Adobe Premiere, [Sample](#).

LANGUAGES

English: Proficient

French: Proficient

Arabic: Native