



## **Mounib MAZOUZI**

**Mobile :** +358 44 9385407

**E-mail :** Mounib.MAZOUZI@student oulu.fi

mmazouzi@ee oulu.fi

mmazouzi@ oulu.fi

**Address:** Yliopistokatu 44 A 101 90570 Oulu, Finland

**Date of Birth:** 04.06.1993



An ambitious programmer, a hardcore gamer, and an artist with good communication skills.

### **EDUCATION:**

- **Jun 2015:** Graduated from IGEE ex-INELEC with a Bachelor degree in Electrical and Electronic Engineering.
- **Jun 2017:** Studying Computer Science and Engineering (Ubiquitous Computing Master degree) at the University of Oulu. Currently wrapping up my thesis.

### **BACHELOR THESIS:**

- Speech Recognition system based on FPGA.

### **MASTER THESIS:**

- Exploring the use of environmental data, hand gesture, and smart glasses in AR games.

### **PUBLICATIONS:**

- Utilizing Audio Cues to Raise Awareness and Entice Interaction on Public Displays. Conference on Designing Interactive Systems 2016: 807-811
- Ghost hunters: ambient light and hand gesture utilization in mobile augmented reality games. MUM 2016: 365-367

### **WORK EXPERIENCE:**

- **Jun 2016-August 2016: Intern:** I did my internship in the center for Ubiquitous computing Oulu where I worked on AR apps and helped organizing the PerDis 2016 conference.
- **September 2016-Present: Research assistant:** After my internship ended, my supervisors hired me as a research assistant to continue working on AR apps. I also got some teaching duties where I helped in problem solving sessions of the Distributed System (521290S) course as well as supervising students' projects and grading it along with the exam papers.

### **IT SKILLS:**

- 5 years of experience using Unity3D especially for Android games, my experience includes networking and creating custom native plugins.
- 2 years of experience in Android development (native).
- Good knowledge on data analysis using R, MATLAB, and SPSS.
- Moderate in C, HTML/CSS, and VHDL.
- Beginner in Assembly, Verilog.
- Basic knowledge of different artistic software (Photoshop, Illustrator, After Effects, InDesign, Adobe Flash, Anime Studio, and Fruity Loops).
- Good control over the MS office (Word, Excel and Power Point).

## ACHIEVEMENTS AND AWARDS:

- **Game Developer** at M4H who won the first prize in GDG BBD DevFest 2013 by making a PC serious game.
- **Game Developer** of Glimpses that took the 2nd place in the 4<sup>th</sup> the edition of AGC (Algeria Game Challenge) and AGDF (Algeria Game Dev Fest) with its 3D game "Lotus Prophecy". We also took both the 12<sup>th</sup> and the 30<sup>th</sup> place (over 61) in the Arabic Game Jam (Game Zanga 5) with our mobile game "Dots" and PC game "Sniping Aliens", because we have made 2 games in less than 3 days.
- **Game Developer** of CyberGear, a team who was among the 11 finalists in the 3G Cup competition where we made an endless running game called "Blaite".
- **Co-Founder** of SmartCare, the company that won the "best publicity" award in INJAZ company program 2014.
- **Leader of the "Game Design" sub-suction** for 2 years at Inelectronics Student Club where I was teaching other students game design and development using Game Maker Studio. One of the session was about making a "Flappy Bird like game" from scratch in less than 90min.
- **Designer** in the IM (Inelectronics Magazine: a magazine for the university that I got my Bachelor degree from) starting from the 7<sup>th</sup> issue.
- Best Android app award in Mobile and Social Computing course.
- First prize of HILLA Blockchain Hackathon.
- **AR/VR designer and developer** of Daynalight, a team that won 2 prizes in Junction 2016, Lighting challenges by Helvar and Unexpected Virtuality by Unity.
- **AR designer and developer** of A-venue, the team that won the 2<sup>nd</sup> prize in the UltraHack 2017 Sprint I] Built environment track.

## INTEREST AND ACTIVITIES:

- Basketball.
- Digital Drawing.
- Trading Card Games (TCGs): My favorite ones are Yu-Gi-Oh! And Pokemon.
- Playing Massive Multiplayer Online (MMO) games: I have played and tried many PC online games (+12 in total).

## LANGUAGES

- **Arabic:** Native speaker.
- **English:** Fluent.
- **French:** Intermediate.
- **Finnish:** Beginner.

## REFERENCES:

Blaite review video: <https://www.youtube.com/watch?v=-TxWDgL3Nvw>

Dots game: <http://itch.io/jam/game-zanga-5/rate/32238>

Sniping Aliens game: <http://itch.io/jam/game-zanga-5/rate/32249>

Dynalight team entry for Junction 2016: <https://devpost.com/software/dynalight>

UltraHack 2017 Sprint1 winner teams: <https://ultrahack.org/ultrahack2017sprint1/winners>

Mobile and Social Computing android App (Together) trailer:  
<https://www.youtube.com/watch?v=um3nhOenNA&index>

## PROFILES

Linkedin profile: <https://www.linkedin.com/in/mounib-mazouzi-0b0b73101>

Google Scholar profile: <https://scholar.google.fi/citations?user=JI9fMKcAAAAJ&hl>

Deviantart profile: <https://mounmaz.deviantart.com>

Uniy Connect profile: <https://connect.unity.com/u/5963c19332b306001800230d>