

Abderrahmane Bennabet

Motivated and skilled Android developer with 2 years of hands-on experience at Feral. Proficient in C++ and Java integration, with a passion for solving complex challenges. Quick to adapt to new environments and flexible in meeting evolving project demands. Enthusiastic about leveraging cutting-edge technology to drive innovative solutions.

Work Experience

Android Developer - Sep 2022 to Present

Feral Interactive - London

- I maintain Android applications using C++ as the primary backend and work on the Java side to implement and fix native system calls, ensuring smooth interaction between the two layers using JNI bridge.
- Diagnose and resolve performance bottlenecks, optimize memory usage, and address platform-specific issues to enhance app stability and performance.
- Collaborate with cross-functional teams to troubleshoot, implement solutions, and ensure seamless app functionality across various Android devices.
- Leverage strong debugging skills to solve various issues identified by QA.

Nando's Team Member, Sep 2021 to Apr 2022

Nando's - Leeds

- In my second year, I worked part-time as a chef at Nando's
- I was responsible for ensuring clean, safe, and fully operating workstations, as well as preparing and serving delicious Nando's food to high standards and making guests feel welcome.

Educational Background

BSc Computer Science (industrial), Sep 2020 to Sep 2024

SCHOOL OF COMPUTING, UNIVERSITY OF LEEDS

- **Graduated with a 2:1 Honors**
- **Achieved a grade of 70 in the Dissertation Project**, which focused on building an Interactive Learning platform for Computer Science Student to Explore and Learn Algorithms
- Gained a strong foundation in software engineering principles, programming languages, and system design
- Completed modules on advanced topics such as **robotics (using ROS)**, **machine learning**, **graphics**, and **system design**

Projects

- **Intelligent Robotics System** – Built an autonomous robot using ROS and machine learning for celestial object navigation and classification.
- **AlgoLearn** – Developed an Android app for interactive algorithm learning with dynamic visualizations and quizzes.
- **Web Crawler** – Created a Python-based web crawler for efficient data extraction, handling dynamic content and pagination.
- **Machine Learning Pipeline** – Designed a pipeline to compare regression models, optimizing predictive accuracy.
- **OpenGL Rendering Engine** – Built a 3D rendering engine with OpenGL to animate objects and handle real-time graphics rendering.

Contact

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Skills

Technical Skills

- Leadership
- Problem Solving
- Critical Thinking
- Positive attitude

Tools/Software

- C++ development
- Java development
- Python programming
- Linux proficiency
- GIT and SVN version controls
- Android Studio
- Jira and confluence
- SQL proficiency
- Agile methodologies
- API integration capability

Languages

- English (Fluent)
- Arabic(Fluent)
- French (Proficient)

Additional Information

I joined Feral Interactive as a placement student, and after demonstrating strong performance, I was offered a part-time position during my final year of university. Upon graduating, I received a full-time job offer, reflecting my dedication and the quality of my work.