Khaled Achech
Software engineer

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Profile

I'm a big video games enthusiast and a computer nerd, everything about information technology open my eyes wider, am always looking for new paths and challenges to learn more technologies and adapt new efficient technics to write better code, when it comes to programming am always motivated to pull up the best potentials in me and create great things.

Professional Experience

Web Developer intern, *Albero-IT*
06/2021 – 09/2021 | Tunis, Tunisia
Developed a pastries products ordering website
My tasks consisted of:
- Application models conception and creation.
- Node.js API creation.
- Administration dashboard.
- User interface with React.

Node.js React MongoDB Express.js

Junior Consultant, *Sopra HR*
07/2019 – 04/2020 | Tunis, Tunisia
- Working on PSA Slovakia project : developing cobol programmes and Writing / Testing shell scripts (automation of
- tedious tasks and improving user interaction with the solution)
- Working on WSL Belgium : Data integration.

Bash, C, Cobol, SQL.

VR developer intern,
NetInfo in association with DigiArtLivingLab
01/2019 – 05/2019 | Nabeul, Tunisia
Developing an immersive VR experience to revive the history of the archaeological site of Neapolis by giving the user the ability to immerge in that area of the mid 200 century and explore the site as it was in those times also teaching him the proper way of making the garum sauce which was made during those times in that place by helping the user to make it in this virtual experience.

Unreal Engine 4, Blueprints, C++, SQL.

Additional Activities

★ **Training : 2D game development with C# and Unity (Given) | December 2018**

★ **Certification : The fundamentals of database MTA (Certificate ID : Dmch-FVpT) | Mai 2018.**

★ **Training : Game development with C# and Unity (Attended) | Mai 2016.**

★ **Associative life : Member of the Marketing and Communication team Aiesec Nabeul | 2016-2017**

★ **Event : Member of the organising committee of the event : "Empowering Youth" | October 2016 - November 2016**

★ **Conference : NAT'CO : "National Tunisian Conference " (Attended) | December 2016.**

Languages

Arabic (Native) | French (Proficient in speaking and writing) English (Full working proficiency).

Education

Engineering degree in Computer Science | 2019 - present,
Private Higher School of Technologies & Engineering TEK-UP University.

Applied license in information system development | 2016 - 2019, *Higher Institute of Technological Studies of Nabeul*

Baccalaureate Diploma in Information technologies | 2012 - 2016, *Khiereddine Ariana High School*

Projects

AGRO Demo ↗
AGRO is a game I've been working on for 2 years now and this is the first demo I've made.
Unity, C#.

TEK-UP University Site ↗
This is an online platform made using **ASP.NET Core MVC** and **Entity Framework**, the main goal of this platform is to help students from TEK-UP University to track their progress and grades and help teachers to have a good idea on their classes.

Sudoku Game ↗
Sudoku Solver This is a Sudoku solver game based on backtracking algorithm.
Python.

Skills

Technical Skills :
- Game/VR/AR Development : Unity (C#), UnrealEngine 4 (blueprints).
- Software Development : C, C++ ,C# , java, python, Cobol.
- Web Development : Html, CSS, Javascript, PHP, Node.js, Three.js, Frameworks (like Symfony, Spring Boot, .NET, React for Front-end web development), web services SOAP and REST APIS.
- Mobile development : Android.
- Software versioning : Git + Github/GitLab.
- Conception and software architecture design : UML, MVC architectural pattern, Factory Method, Singleton, Builder, scrum methodology.

Soft Skills :
Work Well Under Pressure, Problem-solving, Communication skills, Teamwork, Adaptability, Creativity.

Project Management Skills
Notion, Trello and Jira.