

MOHAMED AMINE KOUBAA

Software Engineer- Full Stack Developer

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SUMMARY

Software engineer and fullstack developer, specialized in cross-platform mobile applications and backend server architectures. Passionate about computer science and emerging technologies, with a strong blend of technical expertise and soft skills. Currently seeking my first professional experience.

EDUCATION

Computer Engineering Degree

ESPRIT

📅 2024

- End of Studies project Name: Dice-Driven Journey: Adventures on Dice Islands.
- Honors: Excellent

Bachelor's degree in Applied Computer Science- Embedded Systems

ISTIC,Borj Cedria

📅 2021

- End of Studies project Name: Design, development, and implementation of an Intelligent Water Management and Monitoring System.
- Honors: Very Good

A-level in Mathematics

Dar Chaaben El Fehri High School

📅 2017

SKILLS

- Game development:

Unity Engine
- Version Control Systems:

Gitlab

Github
- Programming Languages:

JavaScript

C-Sharp

Java

Dart
- Operating Systems:

Windows

Linux
- Project Management:

Scrum agile
- Data Bases:

MySQL

MongoDB

PostgreSQL

Firebase

SupaBase
- Frameworks:

Flutter

Next.js

Symfony

Spring Boot

.Net
- Runtime Environment:

Node.js
- DevOps: (notions)

Jenkins

Docker

SonarQube

JUnit

Mockito

Nexus

Grafana

Prometheus
- Soft Skills

Stress Management

Empathy

Self-Confidence

LANGUAGES

English	B2
French	B2
Spanish	Beginner
Arabic	Native

PERSONAL ACTIVITIES

Music

Sports

Videos Games

PROJECTS

Nuvio – Flutter Mobile App

Cross-platform note-taking app with secure authentication (Firebase), and full localization in English, French, and Spanish. Features Bloc architecture and custom UI/UX.

- technologies :Flutter, Firebase Auth, Firestore, Bloc Pattern, Dart, Git, PostgreSQL

Design and Implementation of a mobile flutter application: Friends with animals

The Friends with animals is a mobile application designed to facilitate pet owners in managing their pets' information, adoption, and interactions.

- technologies : Flutter,Dart, Node.js, MongoDB, Git

Music Genre Classification – ML Mini Project

Built a CNN model to classify music genres using MFCC features extracted from audio data. Designed an end-to-end pipeline from data preprocessing to genre prediction.

- Technologies: Python, TensorFlow, Keras, Librosa

Design and Creation of a Multiplayer Virtual World: Haven

Haven is multiplayer Virtual Reality game.

Created immersive virtual environments, implemented unique game play mechanics, with a backend server to manage game mechanics, player data, and authentication.

- technologies : Unity Engine, Node.js, MongoDB, Mirror Networking, agile scrum.

Design and Implementation of a Multi-platform for Travel Agency: Get Your Fun

Get Your Fun is A multi-platform for travelers, allowing them to book flights, hotels, boats, restaurants, and events.

- technologies : Web: Symfony, Desktop: Java, Javafx, Scenebuilder, Mobile: CodeNameOne, DataBase: MySQL.

INTERNSHIPS

Computer Engineering Degree Final year Internship

Dice-Driven Journey: Adventures on Dice Islands.

📅 March 2024 – September 2024 📍 KnK Studios, Tunisia

- Developed "Dice-Driven Journey," a multiplayer mobile game blending dice mechanics, resource management, and social interactions.
 - Designed and implemented game mechanics such as dice rolling, attacks, resource theft, and village upgrades using Unity and Node.js.
 - Built server-side functionality with Node.js and MongoDB for real-time data synchronization and player management.
 - Optimized game performance using Unity Profiler, ensuring smooth gameplay across devices.
 - Led the creation of seven unique in-game villages, including transitions, animations, and themed designs.
- Technologies: Unity, Node.js, MongoDB, Facebook SDK, Agile Scrum

Computer Engineering Degree Second Year Internship

Design and development of an acquisition card with MODBUS protocol.

📅 2021-2022 📍 AMA Business,Manouba, Tunisia.

Bachelor's degree final Year internship

Design, development, and implementation of an Intelligent Water Management and Monitoring System.(SIGME)

📅 2020-2021 📍 Dida Mind,Mourouj, Tunisia.

- Design and construction of a water management and monitoring system based on the TTGO T-call electronic board
- Designing the enclosure for our system using Solidworks and 3D printing it
- Designing and developing the web application linked to our system .

CERTIFICATIONS

Aviatrix Certified Multicloud Network Associate

📅 Aug 2025 📍 Online