






MOHAMED AMINE KOUBAA

Software Engineer specilized in Video Game Developement

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SUMMARY

A freshly graduated from ESPRIT, specialized in computer engineering with a focus on game development. Passionate about computer science and emerging technologies, with technical and soft-skills looking for my first professional experience

EDUCATION

Computer Engineering Degree- Game development

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
 - Unreal Engine
- Version Control Systems:
 - Gitlab
 - Github
- Programming Languages:
 - JavaScript
 - C-Sharp
 - Java
- Operating Systems:
 - Windows
 - Linux
- Project Management:
 - Scrum agile
- Data Bases:
 - MySQL
 - MongoDB
- Frameworks:
 - Spring Boot
 - .Net
 - flutter
 - Symfony
- 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
Arabic	Native

PERSONAL ACTIVITIES

 Hobbies

- Music
- Sports
- Anime
- Videos Games

ACADEMIC PROJECTS

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, Node.js, MongoDB

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 mobile endless Game: Arabian Sands

A mobile game featuring captivating game-play, with a server to manage game player data,games data,registration, and authentication.

- technologies : Unity Engine, Node.js, MongoDB.

Design and Implementation of a Tennis Game: Tennis Capsule

my first game featuring captivating game-play that includes all tennis games logic.

- technologies : Unity Engine.

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, Tunisie

- 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, Tunisie.

Bachelor's degree final Year internship

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

 2020-2021  Dida Mind,Mourouj, Tunisie.

- 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 .