

FIDA SASSI

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Nabeul, Tunisie

PROFILE

A highly motivated third-year student in Computer Technology, Multimedia, and Web Development, seeking an internship opportunity to apply my technical skills and creative problem-solving abilities. Passionate about contributing to innovative projects, I aim to gain hands-on experience while enhancing my expertise in full-stack development, mobile application development, and game design. With a solid foundation in IT, multimedia, and web development, I am eager to collaborate with dynamic teams, learn from industry professionals, and contribute to impactful solutions in the ever-evolving tech landscape.

EDUCATION

- Higher Institute of Technological Studies nabeul** 2022 – 2025
Degree In Computer Technology Nabeul, Tunisia
- Lycée Mahmoud Messaïdi** 2022
Baccalaureate, Technical Section Nabeul, Tunisia

PROFESSIONAL EXPERIENCE

- Société Digi Art Living Lab** [🌐] JANUARY 2024
Development Intern Nabeul
 - Designed and implemented interactive game mechanics using Unreal Engine Blueprints, enhancing user engagement and gameplay dynamics.
 - Collaborated with the team to optimize in-game experiences, focusing on intuitive controls and smooth gameplay.
- HI-TECH EXPRESS** [🌐] JANUARY 2023
Intern Nabeul
 - Acquired hands-on experience in hardware diagnostics and management of technology product sales, improving troubleshooting skills and product knowledge.
 - Contributed to hardware/software support tasks and computer repairs, gaining practical insights into IT solutions.
 - Designed promotional logos and advertisements with Adobe Photoshop, enhancing brand identity and visual appeal for marketing materials.


TECHNICAL SKILLS


- Programming Languages:** C, Python, Java, PHP, Symfony
- Web Development:** HTML5, CSS3, JavaScript, Bootstrap, XML, PHP, React, Angular, Symfony
- Mobile Development:** Android Studio
- Databases:** SQL, MySQL, Firebase, Oracle, PL/SQL
- Development Environments:** Eclipse, IntelliJ IDEA
- Operating Systems:** Linux
- Testing Tools:** Selenium, JUnit
- Video Game Development:** Unreal Engine
- Graphic Design and Conception:** Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Autodesk Fusion 360, Figma, Canva, SolidWorks
- Content Management Systems:** WordPress

PROJECTS

- Design Thinking: Development of an Interactive Video Game** January 2024
Tools: Unreal Engine 5
 - Spearheaded** the conceptualization and development of an intuitive, user-friendly video game, emphasizing simplicity and seamless gameplay to enhance user experience.
 - Designed and implemented** a dynamic user simulation within Unreal Engine 5 as part of the empathy phase in the design thinking process, enabling in-depth analysis of user behavior and needs.
 - Applied the design thinking methodology** to drive a user-centric approach, fostering collaboration and co-creation among team members and stakeholders throughout the game's development lifecycle.

VOLUNTEER EXPERIENCE

- **Project Manager** January 2021 - December 2023
Inma Maamoura 
 - * Led and managed a team of 20-30 members, ensuring smooth coordination and execution of festival activities.
 - * Oversaw budget management, optimizing resource allocation and ensuring financial accountability for the event's success.
 - * Facilitated communication between team members, stakeholders, and vendors to ensure timely and efficient event planning and execution.

- **Member** 2021
Club Tunivision Nabeul 
 - * Actively contributed to the planning and execution of club activities and events, fostering community engagement and participation.
 - * Strengthened communication and teamwork skills through collaboration with club members and leadership.
 - * Assisted in organizing workshops and networking events, enhancing the club's outreach and visibility in the community.

LANGUAGES

- **Arabic:** Native
- **English:** Intermediate
- **French:** Intermediate
- **Turkish:** Beginner

INTERESTS

- **Sports:** Tennis, Fitness
- **Creativity:** Clay Modeling, Game Design