

AHMED AMINE ES-SELMOUNI

St. John's NL | 1-709-219-3395 | ess.ahmed.amine@gmail.com

Skills

- Communication
- Fluent in English, French, and Arabic
- Problem solving & Troubleshooting
- Time management
- Teamwork
- Leadership
- Teaching ability
- Coding languages: C#, Python, Java, Kotlin, Dart, JavaScript, HTML, CSS
- Able to acquire new technologies quickly
- Environments: Windows, Mac, Linux
- Microsoft Office
- Familiar with IT support procedures

Education

- Bachelor of Science** Expected in May 2025
Memorial University of Newfoundland — St John's, NL
- Major in Computer Science
 - 3.8 GPA
- Intensive Higher School Preparatory Classes (Cram School)** Sep 2020 to Jan 2021
CPGE Salmane Al Farissi — Salé, Morocco
- Preparatory Classes for Higher Engineering Schools
 - Subjects: Mathematics, Physics, Chemistry, Engineering
- High School Diploma** Jul 2020
Groupe Scolaire Atlas — Rabat, Morocco
- Passed with distinction

Experience

- Mathematics & Computer Science Tutor** Jan 2022 to Present
Memorial University of Newfoundland — St John's, NL
- Clearing students' doubts about specific topics
 - Giving examples to better understand abstract and difficult concepts
 - Going through practice questions to demonstrate the process of tackling problems
- Students' Delegate** Sep 2020 to Jan 2021
CPGE Salmane Al Farissi — Salé, Morocco
- Conveyed the administration's communiqués and news to students and professors
 - Represented the voice of students and their thoughts and complaints
 - Managed and administered group chats and servers

Projects

- Portfolio Website [HTML, SCSS, JavaScript]** (December 2021)
A website containing some information about me, some of my projects with short previewing videos, and ways to contact me.
- Website hosted on Github Pages: https://aaess.github.io/portfolio_website
 - Project files: https://github.com/AaEsS/portfolio_website
- WorldTime [Dart, Flutter]** (August 2021)
A mobile app that uses web scraping and API calling to retrieve and show time data of regions from <https://worldtimeapi.org>. The app starts by automatically fetching the current time of

the user's region. The user can choose from all of the regions presented in a scrollable list, or use an implemented search bar to find their desired one.

- Project files: https://github.com/AaEsS/world_time_fapp

Save My Face [C#, Unity] (March 2021)

A personal commercial mobile game where the goal is to “save my face” from balls shot by a cannon constantly facing the player. There are powerups that can help survive longer. In the end, a score of how many balls survived is shown. A leaderboard and ads are implemented as well.

- Game published on Google Play Store:
<https://play.google.com/store/apps/details?id=com.AhAm.DodgEM> (Google took it down due to a gambling ad)
- Project files: https://github.com/AaEsS/MeasureIT_Game_OtherVersion-Pub

Game Without Art [C#, Unity] (June 2021)

Similar to Save My Face. This one has more powerups and the ability to use more than one at once. Instead of a cannon shooting, each ball grows and pops into three small ones that act as their parent.

- Game published on Itch.io: <https://aaess.itch.io/game-without-art>
- Project files: <https://github.com/AaEsS/Lockdown>

Slick Check [C#, Unity] (June 2021)

A simple mobile game that tests how fast you react to a stimulus. The user is supposed to press a button when the light turns green. If they miss or press when the light is red, they lose and receive a score of how “slick” they are. The game starts off slow but gradually speeds up.

- Project files: https://github.com/AaEsS/Reflex_Check

DotDodge [C#, Unity] (November - December 2020)

A short game where the player tries to beat it by dodging all homing missiles. The game gets harder the longer you survive. The player wins when the timer hits zero.

- Game published on Itch.io: <https://aaess.itch.io/dotdodge>
- Project files: <https://github.com/AaEsS/dtdodge-android>

References

Shannon Patrick Sullivan
MUN Faculty: Math Professor
E-mail: shannon@mun.ca