

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
- Tutoring ability
- Coding languages: C#, Python, Java, Kotlin, Dart, JavaScript, HTML, CSS
- Environments: Windows, Mac, Linux
- Microsoft Office
- Familiar with IT support procedures
- Quick Learner

Education

- Bachelor of Science** Expected in May 2025
Memorial University of Newfoundland — St John's, NL
- Major in Computer Science
 - Named to the Dean's List of the Faculty of Science for 2021-2022
 - 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** Winter 2022, Fall 2022, Winter 2023
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 complaints
- Kids Activities Supervisor** Jun 2015 to Jun 2018
Association des oeuvres sociales des juridictions financières — Rabat & Casablanca, Morocco
- Supervised and organized groups of kids
 - Engaged kids, aged 5 - 8, in interactive activities and organized arts and crafts
 - Implemented developmentally appropriate instructional and activity plans to promote learning

Projects

Portfolio Website [HTML, SCSS, JavaScript] (December 2021)

A website containing some information about me, some of my projects with short previews, and a form to contact me.

- Website hosted on Github Pages: https://ahamsel.github.io/portfolio_website
- Project files: https://github.com/ahamSel/portfolio_website

Chat [Dart, Flutter] (April 2023)

A mobile chat app that provides the service of sending and receiving messages. An optimized database schema is used for efficient storage and retrieval of data, including messages, user information, and chat conversations. The app also utilizes a cloud messaging system to send and receive notifications about new messages when it is not in the foreground.

- Project files: https://github.com/ahamSel/flutter_chat_app

Authentication & Database with Firebase [Dart, Flutter] (January 2023)

A mobile app that provides a range of essential functionalities such as Sign-Up/Log-In, Google Sign-In and linking, email confirmation, password reset, and the ability to add or modify personal information. Additionally, the app allows showing real-time users from the database. This functionality can be used to display any type of data or updates in real-time.

- Project files: https://github.com/ahamSel/flutter_firebase_login_signup

World Times [Dart, Flutter] (August 2021)

A mobile app 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 the regions presented in a scrollable list-view or use an implemented search bar to find their desired one.

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

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

A game where the player must dodge balls constantly bouncing off walls. Each ball grows and pops into three small ones that act as their parent. Powerups are implemented to help survive longer.

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

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

A mobile game that tests your reflexes. The user is supposed to press a button when a light turns green. If they miss or press when the light is red, they lose and receive their 'slick' score. The game starts off slowly but gradually speeds up.

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

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

A 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/ahamSel/dtdodge-android>

References

Shannon Patrick Sullivan
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