

AHMED AMINE ES-SELMOUNI

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EDUCATION

Bachelor of Science in Computer Science

Sep 2021 - 2025

Memorial University of Newfoundland, St. John's, NL

- GPA: 3.83 | Average: 88.5%
- Awards: Faculty of Science Dean's List 2021-2022, 2022-2023

SKILLS

- **Programming Languages:** Python, SQL, C#, Java, Kotlin, Dart, JavaScript, TypeScript
- **Cloud:** Amazon Web Services (AWS), Google Cloud, Firebase
- **Other Technologies:** HTML, CSS, React, Node.js, MySQL, Pandas, Flask, Flutter, Unity
- **Languages:** fluent in English, French, and Arabic
- **Essential Skills:** problem-solving, time management, communication, teamwork, quick learner

WORK EXPERIENCE

Math and Computer Science Teaching Assistant/Tutor

Jan 2022 - Present

Memorial University of Newfoundland, St. John's, NL

- Assisting students in understanding and solving math and computer science problems
- Developing LaTeX worksheets and video tutorials for math coursework

Cloud Solutions Architect

Jun 2023 - Sep 2023

MTDS - Internet & Technology Solutions, Rabat, Morocco

- Optimized resource utilization and cut costs in AWS Auto Scaling, achieving balanced workload efficiency
- Adapted Aurora Replicas implementation for scalable database operations in response to changing demands
- Streamlined file management by deploying Amazon EFS, enhancing system scalability and operational efficiency

PROJECTS

Portfolio Website [HTML, Sass/CSS, JavaScript]

Dec 2021 - Live

- A personal portfolio website featuring About, Projects, and Contact pages. [Website hosted on GitHub Pages](#)

Financial Insight [TypeScript, React, Python, Flask] (Personal)

Feb 2024

- A web app offering tailored financial insights and budgeting tips, using user-input expenses, income, and wishlist costs, with a Python/Flask backend and external AI APIs for smart recommendations

Chat [Dart, Flutter] (Personal)

Apr 2023

- A mobile chat app for sending and receiving messages with optimized database schema and cloud messaging for notifications, using Firebase

Can't Stop Board Game [Java] (Group Project)

Jan 2023 - Apr 2023

- A dice-based board game for up to 4 human or AI-controlled players, with interactive gameplay

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

Jan 2023

- A mobile app with Sign-Up/Log-In, Google Sign-In, email confirmation, password reset, and real-time data display

World Times [Dart, Flutter] (Personal)

Aug 2021

- A mobile app to retrieve and display time data of regions, using [WorldTimeAPI](#)

Game Without Art [C#, Unity] (Personal)

Jun 2021

- A game where the player must dodge bouncing balls that split into smaller ones. Power-ups are featured to enhance gameplay. [Game published on Itch.io](#)