

# AHMED AMINE ES-SELMOUNI

St. John's NL | 1-709-219-3395 | aaesselmouni@mun.ca

## 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
  - 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
  - Managed and administered group chats and servers
- 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

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### 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://ahamsel.github.io/portfolio\\_website](https://ahamsel.github.io/portfolio_website)
- Project files: [https://github.com/ahamSel/portfolio\\_website](https://github.com/ahamSel/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/ahamSel/world\\_time\\_fapp](https://github.com/ahamSel/world_time_fapp)

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

A game where the player has to dodge balls constantly ricocheting off the walls. Each ball grows and pops into three small ones that act as their parent. There are also powerups 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 simple mobile game app that tests your reaction to a stimulus. 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 as a percentage. The game starts off slow but gradually speeds up.

- Project files: [https://github.com/ahamSel/Reflex\\_Check](https://github.com/ahamSel/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/ahamSel/dtdodge-android>

## References

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