



Ala Saidi

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ABOUT ME

Dynamic IT professional and Project Coordinator with a master's degree in IT Management. Proven success in project management, IT operations, and impactful contributions to notable projects. Fluent in Arabic and English, adept in programming languages and project management tools. Committed to excellence and collaborative problem-solving.

EDUCATION AND TRAINING

09/2019 - 12/2021 Tunisia

MASTER'S DEGREE Higher institute of management of Gabes

Field of study: IT Management, **Specialty:** E-Commerce

09/2016 - 06/2019 Tunisia

Bachelor's DEGREE Higher institute of management of Gabes

Field of study: IT Management,

WORK EXPERIENCE

05/2023 - CURRENT Belgium

PROJECT COORDINATOR: SERVICE CIVIL INTERNATIONAL

- Project communication and management.
- Development and promotion of learning resources.

12/2021 - 04/2023 Tunisia

IT MANAGER: LASSOUED PAINTING COMPANY

- Running regular checks on network and data security.
- Improve and update software and systems.
- Developing and implementing IT policy.

01/2020 - 01/2021 Tunisia

LOCAL COMMITTEE VICE PRESIDENT: AIESEC IN TUNISIA

- Planning and Execution of Exchange Programs
- Promotion and Marketing of Exchange Programs
- Managing and Facilitating Teamwork

01/2019 - 04/2019 Türkiye

GAME DEVELOPER: MOBGE LTD

- Game prototyping
- Game development training
- Creating Project Ideas

LANGUAGE SKILLS

Arabic: mother tongue. **English:** Fluent. **French:** Basic

DIGITAL SKILLS

Project Management (Project Libre; MS Project)/ Programming Languages: JavaScript, HTML5, CSS3, .NET, C# / Unity3d
WordPress / Team Management Tools (Slack, Asana) / Public Speaking and Public Relations / Leadership Development

PROJECTS

01/2019 - 04/2019

The ultimate life: 3D game with realistic graphics, player can collect items, mine objects, craft tools, and hunt animals to survive. Used C# programming language and Unity 3D development platform.

05/2021 - 12/2021

FURNIAR AN AUGMENTED REALITY BRAND EXPERIENCE FOR HIGH-END FURNITURE: AR app for viewing high-end. furniture in 3D. Used ARCore, ARKit, Unity, C#, SketchUp, and Adobe Illustrator.