

Amin Kchaou

Software Engineering Student



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exect3r.github.io

Profile

I am a hardworking software engineering student who is passionate about many kinds of software development disciplines. I am a quick learner who is always looking for a challenge.

Experiences

07/2021 – 08/2021	Software Developer Intern , University of Michigan Created a web and desktop app (using Electron) that compiles a .csv dataset into a configurable rule based expert system. This tool also generates visual components like decision trees and tables.	Remote
01/2021 – 06/2021	End of year Project , University of Michigan Recreated the popular retro-game PacMan fitted with a cognitive architecture allowing the users (students) to define and study the behavior of different agents.	Remote
07/2019 – 08/2019	Game Developer Intern , AMILCARTEK Worked on a small mobile io style game in which the player controls a customizable tank and tries to get as much points as possible in a limited time by eliminating other players and picking up points.	Tunis, Tunisia

Education

09/2017 – 09/2022	Software Engineering , National Institute of Applied Science and Technology	Tunis, Tunisia
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Projects

A suite of Modding Tools

- A memory editing tool that's able to view and edit internal resources (like palettes, images, strings...).
- A code injector that injects a C++ code with a C# payload that exposes C / C++ (wrapped by C# using P/Invoke) code to outside DLLs.

Dynamic Wallpaper App

An app that introduces an ordinary webpage (HTML, CSS, JS, ...) as a dynamic wallpaper. The webpage can be extended to do anything a browser can do (and more) using Lua.

Skills

Flutter	C#	C/C++	Java	HTML / CSS	JavaScript	Unix / Linux
Python	Lua	Android	Unity	Flutter		