# Amine Smahi

FULL STACK WEB DEVELOPER

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## SKILLS

**Front-End**: JavaScript, React, Redux, HTML5, CSS3, Bootstrap, SASS
**Back-End**: Ruby, Rails, PostgreSQL
**Tools & Methods**: Git, GitHub, Heroku, Netlify, Mobile/Responsive Development, RSpec, TDD, Chrome Dev Tools, Mobile/Responsive Development, Webpack
**Professional**: Remote pair-programming, teamwork, mentoring, leadership, communication

## TECHNICAL PROJECTS

Mastered intermediate and advanced topics in full-stack development (including Rails, React, Git, and DS&A challenges) while building multiple full-stack projects both independently and via pair programming.

Lunar Hotel — Created API endpoint using Ruby on Rails. The API is used in my front-end React project.
- Built with: Ruby on Rails, React, Redux

Countries of all the world — A mobile web application that shows a list of all countries in the globe, together with their associated information.
- Built with: JavaScript, React, CSS

Budget-app — A mobile web application where you can manage your budget: you have a list of transactions associated with a category so that you can see how much money you spent and on what.
- Built with: Rails, Ruby, PostgreSQL, SASS

## EXPERIENCE

MICROVERSE                                                                                           Remote
**Technical Support Engineer**                                               November, 2021– Present
- Provided quality control and appropriate feedback for code reviewers within a cross-functional team in order to optimize the code review process in an all-remote, global startup.
- Assessed code clarity, style, and best practices on project PRs.
- Developed code review guidelines on JavaScript, React.js/Redux, and Ruby on Rails for part-time code reviewers in a fast-paced startup.
- Helped 300+ students debug their code and understand technical concepts.

INDIE GAME & APP DEVELOPER                                                             Singapore
**Game / App Developer**                                         September, 2018 – October, 2020
- Sourced, developed, and published games such as Color Connect and Save an Emoji on the Facebook Instant Games and Google Play platforms.
- Worked with Facebook Instant Games SDK and built synchronized leaderboards and bots which increased users retention and engagement by approximately 15%.
- Built Unity3D source codes and exported them as HTML5 (WebGL) games with a custom template to fit the instant games platform's requirements such as cross-platform compatibility and responsiveness.

## EDUCATION

MICROVERSE                                                              June, 2021– January, 2022
**Remote Full Stack Web Development Program, Full Time**
- Spent 1300+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, JavaScript, React, and Redux.
- Developed skills in remote pair-programming using GitHub, industry-standard git-flow, and daily standups to communicate and collaborate with international remote developers.

University of Mohammed I, Faculty of sciences
**Bachelor's Degree, Computer science**                          September, 2016 – July, 2018
- Graduated with honors. Studied Computer sciences: IT networking, Algorithms, programming, web development, and mobile applications.

University of Mohammed I, Faculty of sciences
**Diploma of general university studies, Mathematics and Computer Sciences**       September, 2014 – July, 2016
- Studied advanced Mathematics, Physics, Algorithms, and Sciences of software engineering.