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
- Providing timely reviews to more than 50 junior web developers on their technical projects.
- Ensuring the quality of source code by conducting code and UI feedback.
- Proposing improvements to code organization to enhance code quality and overall performance by encouraging the use of the best practices and some common patterns.

INDIE GAME & APP DEVELOPER   Remote
Game / App Developer   September, 2018 – February, 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– Present
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.