



MOHAMED HANINI

MOBILE SOFTWARE
ENGINEER

CONTACT DETAILS

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TECHNICAL SKILLS

- Java, Swift, C++/C#, PHP, SQL, , TypeScript, Python, HTML & CSS.
- Java EE, Ionic Framework .NET Framework
- Android, Unity.
- REST/ SOAP Webservices
- Angular Framwork

GRAPHIC DESIGN

- Adobe Photoshop
- Adobe Illustrator

EDUCATION

ESPRIT - Private College of Engineering & Technology 2018 - Present

Master's degree in Computer Science and Engineering.

Preparatory Institute for Engineering Studies 2015 - 2018

EXPERIENCE

Web Developer Apprentice

MB Design | Sep 2020

Livri.tn (<https://medhanini27.github.io/livri>)

- Developing and Designing a website for delivering food from restaurants using Angular 9
- Using Bootstrap 4 and external libraries to enhance user experience
- Developing and Designing an admin dashboard to manage the database
- Developing back-end software using NodeJS for communicating with the Website and storing data into a MySQL database.

Unity Game Developer Apprentice

Esprit Incubator | Jan 2020- May 2020

The Haunted House

- Leading the design and development of an Escape-room based game.
- Developing back-end software using NodeJS for communicating with the Android app and storing data into a MySQL database.
- Enhancing application profitability by Integrating Ad-Networks and the use of mediation.
- Enabling a fast and convenient authentication for users by integrating Facebook SDK.
- Creating a score leader board, thus intensifying users' competitiveness.
- Deploying the beta version of the game, collected feedback to fix bugs..

Space-Dash

- Leading the design and development of a game inspired from the game "Portal" where puzzles must be solved by teleporting the player's character and simple objects using a device that can create inter-spatial portals.
- Developing back-end software using NodeJS for communicating with the Android app and storing data into a MySQL database.
- Enhancing application profitability by Integrating Ad-Networks.
- Enabling a fast and convenient authentication for users by integrating Facebook SDK.
- Creating a score leader board, thus intensifying users' competitiveness
- Deploying the beta version of the game, collected feedback to fix bugs..

Mobile Application Developer Apprentice

Esprit Incubator | Sep 2019 - Jan 2019

WorkIT

- Leading the design and development of a native application using Java targeting Android and Swift for iOS.
- Enhancing application UI by implementing external UI libraries, iOS components and animations.
- Exposing RESTful APIs for communicating with the native applications and storing data into a MySQL database.
- Applying various techniques to locate bugs and errors within the application.

EXTRA-CURRICULAR ACTIVITIES

Project Development Team Member (2018 - 2020):

- Enactus Tunisia's vice-champion 2019 and 2020.
- Finance In Motion : 2nd Place.
- Total Startupper of the Year : Finalist.
- MIT Arab Startup Company : Semi-finalist.

Co-Founder of : **Jardrops, E-SCOPE, Glarina.**