

Mahdi Kahia

Software Engineer

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Montreal, QC

Work Experience

Software Developer

September 2020 - Present

Eyful — *Montreal, QC*

Develop AR & VR with Unity solution to improve vision of people diagnosed with AMD
Conceive and design software architecture with scalable and maintainable code base
Integrate and develop plugins and libraries (e.g OpenCV) to manipulate textures

Software Engineer

October 2019 - September 2020

3DInternet — *Calgary, AB*

Maintain and rework existing mobile applications in Android and iOS platforms
Build VR simulators for training based on Unity3D engine and third-party libraries
Design software development architecture based on direct communication with clients

Software Developer

December 2017 - September 2019

3D Print Western — *Edmonton, AB*

Collaborate in building and conceiving software and apps based on Unity3D engine.
Develop Augmented Reality apps and maintain/make changes based on clients' feedback.

Mobile & Game Developer -Intern-

February 2017 - September 2017

Wezign interactive — *Tunis*

Education

ESPRIT School of engineering

2013 - 2018

Software development engineer — *Tunisia*

Master's degree equivalent in software development and engineering (WES Assessed)
CDIO Training, Trainings in software solutions and Software technology engineering

Preparatory School IPEIEM

2011 - 2013

Preparatory Diplomas — *Tunisia*

Technology and Applied Mathematics, Engineering training, General science

Skills



Professional

- Fast Learner
- Team Player
- Challenge Taker
- Good Time Manager

Languages

- English (Full)
- French (Full)
- Arabic (Native)
- German (Novice)

Awards

Global Game Jam 2016

Best game

iWatch Integrity Hackathon

Best Mobile Game

Interests

- Video Games
- Music
- Sport