# Mahdi Kahia

Software Engineer

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# **Work Experience**

#### **Software Engineer**

October 2019 - Present

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
Assist co-workers in building multi-platform applications on Windows and Mac
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.

Work on server-side programming and databases. Build apps and solutions using frameworks like Ruby On Rails, NodeJS, .NET ...

#### Mobile & Game Developer

February 2017 - September 2017

Wezign interactive — Tunis

Video games development for advertisement campaigns held by the company Build and develop Augmented Reality games using Unity3D and Kinect software Build and develop VR games for Gear S2 headset

## **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