

Mahdi Kahia

Software Engineer

Work Experience

Lead Software Developer

September 2020 - Present

Eyful — *Montreal, QC*

- Lead XR team on project development and software design on multiple projects
- Provide necessary tools and software infrastructure to help projects across teams
- 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)

Preparatory School IPEIEM

2011 - 2013

Preparatory Diplomas — *Tunisia*

- Technology and Applied Mathematics, Engineering training, General science

Skills



Professional

- Fast Learner
- Team Player
- Challenge Taker
- Knowledge Craver

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