

# MOHAMED RAYEN ALMI

#### SOFTWARE DEVELOPER

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#### **PROFILE**

Innovative software developer and student at ESPRIT with expertise in mobile and web development, game development, and VR simulations.

### **EDUCATION**

2022-Present **ESPRIT**, 2nd year Computer Science Engineering

2019-2022 Bachelor of Computer Science

#### PROFESSIONAL EXPERIENCE

Freelance
 A web application called Classy has been developed that is designed to manage classroom absences

and notes, and provide statistical insights into these metrics.

Technologies: React, Flutter, Express, MySQL

**Deployment: Ubuntu VPS** 

Jul 2023 Aug

2023

Tekru Technologies: A mobile app for doctors to prescribe personalized games for children, with

progress tracking for parents and player data for doctors.

Technologies: Flutter

• Freelance A mobile app for doctors to prescribe personalized games for children, with progress tracking for

parents and player data for doctors.

Technologies : Flutter , GetX Deployment : Play Store

Jan 2022
 HOOKED UP: Development of a mobile video conferencing application, with 3D Room immersion and

Jun 2022 360° movement.

Technologies: Flutter, Unity, MongoDB, Express, Agora

#### **PROJECTS**

• A multiplayer game with environmental and educational themes has been developed, featuring roles as nature defenders or rogues across city, beach and forest maps. Tokens have been used to achieve profitability.

Technologies: Unity, MongoDB, Express, Flutter, Mirror, Vivox, Hedera Blockchain

React web app for voting, integrating a Smart Contract on Ethereum and Web3. The app likely enables users
to participate in voting processes securely and transparently using blockchain technology.

Technologies: React, Smart Contract, Etherum, HardHat

• VR chemistry lab simulation featuring experiments on mold growth, milk coloration, and flower coloration. Applied Shader Graph, complex mechanics, and VR controller interactions specifically for the Meta Quest 2

Technologies: Unity, Shader Graph, Meta Quest 2

• Participated in Global Game Jam 2024, developing 'Akh Late,' a game utilizing Cinemachine for dynamic camera control. Designed mechanics for clothing wear and animal interactions, complete with sound effects.

**Technologies: Unity** 

• 2.5D survival game featuring character leveling, weapon variety, and an in-game shop. Implemented core mechanics like resource gathering, and combat.

Technologies: Unity

## PROGRAMMING LANGUAGES

Java - Python - Flask - C# - ASP.NET - Unity - Blockchain - Smart Contract - Etherum - HardHat - Spring Boot - Meta Quest 2 - VR - Flutter - ReactJS - Javascript - NodeJS - FastAPI - Docker - MySQL - Mongo DB - Git.

#### LANGUAGES

English, French