

MOHAMED RAYEN ALMI

SOFTWARE ENGINEER

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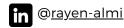
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PROFILE

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

EDUCATION

2022-Present **ESPRIT**, 3nd year Computer Science Engineering

2019-2022 **Bachelor of Computer Science**

PROFESSIONAL EXPERIENCE

Aug 2024 Nov 2024

ESPRIT: Developing Instagram filters with Meta Spark AR technology and a multiplayer mobile game

with Unity.

Technologies: Unity, Netcode, SparkAR, Javascript

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, classy.tn

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 application that provides access to the penal code of a country, allowing users to search for

laws or listen to them via text-to-speech.

Technologies: Flutter, GetX **Deployment: Play Store**

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

360° movement.

Technologies: Flutter, Unity, MongoDB, Express, Agora

PROJECTS

I developed a full-stack application using Spring Boot and React JS. I implemented a robust CI/CD pipeline with Jenkins. Technologies: Jenkins, SonarQube, JUnit, Docker, Kubernetes, Prometheus, Grafana

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

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 - Meta Spart - AR - Javascript - NodeJS - Jenkins - Docker - Kubernetes - MySQL - Mongo DB - Git.

LANGUAGES

English, French