MOHAMED OUALID SALAH

Curriculum vitae

108 Avenue emir khaled
31000 ORAN ALGERIA
✆ *+213 (698) 480 871*
✉ *salahmedwalid@hotmail.com*

Description

Junior Desktop and game developer, i like to work in teams on development projects, i like especially 3d modeling of environments and desktop software development which i have quite the experience in. Joined UDEV which is scientific university focused on sharing knowledge especially in computer science. Joined JETLIGHT which is startup game and various apps development.

Groups

Joined ORIA which is a robotics club
Joined UDEV which is scientific university focused on sharing knowledge especially in computer science.
Joined JetLight which is startup game and various apps development.

Education

2011==>2014 **Baccalaureate**, *technical(Electronics) And Mathematics*.

2014==>2017 **Bachelor's Degree in Computer Science**, *University of science and technology oran*.

Experiences

2012 **Club activities**, *Participated in the ORIA Robotic competition*.

2013 **Game developement**, *Creating a video game for the tornado twins game jam using Maya and Unity*.
link : `http://challenge.cgsociety.org/game/entry/GameMarker/final_game/10005964`

2015 **3D Modeling**, *Creating 3d models for an indie video game using autodesk Maya*.
link(renders) : `https://drive.google.com/drive/folders/15sHdiVcj9SCN1jlndGsxb57Fl2OoJE-m`

2016 **Software developement**, *Creating a stock and billing management software for a small company using the Qt framework*.
github : `https://github.com/salah-walid/SarlLesArenes`

2017 **Software developement**, *Creating an UML editor with java and swing*.
github : `https://github.com/salah-walid/UMLEditor`

2017 **Club activities**, *Joined the scientific club UDEV*.

2017 **Bachelor's diploma thesis**, *Biometric identification of individual's iris using the artificial immune system classification method using the Matlab language*.
github : `https://github.com/salah-walid/Iris-recognition`

2018 **Technology fair**, *Participating in khotwa ORAN 2018*.

2018 **Game developement**, *Participating in the zanga game jam* 8*.
link : `https://itch.io/jam/gamezanga8/rate/294915`

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*a game jam is a game development contest where you are given a theme and a time limit to make that game and at the end you are noted by the community or the game jam organizer, the most famous ones are the global game jam, and zanga game jam

2018	**Hackathon**, *4th place in the ORAN open hackathon**.*
2019	**Game developement**, *Participating in the global game jam* 2019.*
	link : `https://globalgamejam.org/2019/games/goblin-slayer-0`
2019	**Game developement**, *Participating in the zanga game jam* 9.*
	link : `https://itch.io/jam/gamezanga9/rate/477988`

Languages

English	Intermediate
French	Advanced
Arabic	Mother tongue

Computer skills

Programming languages	C++, Java, Matlab, Python, C#, HTML, CSS, Javascript, PHP, Latex
Database query languages	Mysql, Oracle
Framework	Qt
Game engine	Unity
Modeling software	Autodesk Maya, ZBrush
Image editing	Photoshop
Methodology	AGILE
Operating systems	Windows, Linux, Mac
Document writing	Word, Excel...

Interests

Computer	Building and repairing computers
Sport	Swimming, football
Cinema	Movies, tv shows

Personal skills

- Highly motivated
- Hardworking
- Communication and fast problem solving

Usefull links

LinkedIn	`https://www.linkedin.com/in/salah-mohamed-oualid-20ab28161/`

**A hackathon (also known as a hack day, hackfest or codefest) is a design sprint-like event in which computer programmers and others involved in software development, including graphic designers, interface designers, project managers, and others, often including domain experts, collaborate intensively on software projects.

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