

## Sarah **KHAMASSI**

COMPUTER SCIENCE ENGINEER

PROFILE

Freshly graduated from university, I am currently looking for opportunities to develop my skills, join new communities and live new experiences.

#### CONTACT

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n Sarah Khamassi

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#### LANGUAGES

Arabic: Native
Frensh: Fluent
English: Fluent
Spanish: Elementary
Korean: Elementary
Mandarin: Beginner

# EXTRACURRICULAR ACTIVITIES

2018-2021: President and headchief of communication departement of Jeunes Ingénieurs ISAMM
2017: Member of

Papercraft Tunisia club

2016

Med Arbi Chmari high school, Tunis 2019

Higher Institute of Multimedia Arts, Manouba 2022

Higher Institute of Multimedia Arts, Manouba

## EDUCATION

Sciences baccalaureate Degree in computer science and multimedia Computer Science Engineering

#### **EXPERIENCES**

## **Graduation project 2022**

Development of a virtual festival application in VR with Meta Quest 2 during 4 months at Lanterns Studios. The objective of the application is to create a space part of the metaverse to assist virtuals concerts and festivals.

#### **Summer internship 2021**

Development of an action-rhythm-based video game in VR using Oculus Quest 2 at KaviAR Tech.

#### **Graduation project 2019**

Development of an action video game in VR with HTC Vive headset during 4 months at Galactech Studios. The objective of the game is to discover a part of Japanese folklore in an entertaining way.

#### Orange Summer Challenge 2018: Startup Edition

Development of a mobile solution in VR using Samsung Gear VR fighting drugs addictions.

## TECHNICAL SKILLS

Multimedia: Unity3D, Unreal Engine4,Photoshop, Blender

Version control: Git API: OpenGL, OpenCV

Conception and architecture: UML

**Technical skills:** JAVA, JAVASCRIPT, C, C#,C++,Matlab,

python, PHP5 **Database:** SQL

**Networking :** Cisco packet tracer **Mobile development:** Android Studio

#### **PROJECTS**

#### "Fit'ness"

Development of a responsive fitness and well-being website using iQuery and JavaScript

## **Management application**

Development of a management desktop application for the organization of sports competitions using JAVA

#### "Mondrian's world"

Development of an immersive VR experience using Oculus Rift based on Piet Mondrian arts

#### DISTINCTIONS

#### Valedictorian -2022

Valedictorian of engineering in Applied Sciences and Technology for 2021-2022 promotion

#### Express FM -2021

Representative of the ISAMM engineering program for the radio show From University

## **Green Night-2020**

Participated to Green Night challenge hackathon associated with H2020

#### **HultPrize 2020 Edition**

Participated to HultPrize competition Food For Good edition

### **OSTx 2020 Edition**

Participated to Open Startup Tunisia competition in collaboration with Columbia Business and Engineering Schools

### HOBBIES

Writing
Documentaries
Video games
Reading
Science