

#### **CONTACT DETAILS**

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Paris 13ème

#### **TECHNICAL SKILLS**















#### **OTHER SKILLS**

Strong communication
Problem solving
Thorough knowledge of mathematics
Team oriented
Management

#### LANGUAGE SKILLS

French Bilingual
Arabic Mother tongue
English Fluent

Spanish Intermediate level

German Basic level, self-taught

# **HOBBIES**

• Beer brewing:

A new pandemic hobby

• Video game making:

Taking part in several game jams in teams.

Photography:

Member of the university photo club, I animated analog photography workshops.

• Music:

Trombonist in several brass bands.

#### **REFERENCES**

• Frederic Markus:

President of Féérik Games

• Jean-Phillipe Poli:

OOP and AI professor at CentraleSupélec

# **SELIM TIRELLIL**

# **Software Engineer**

Master's degree in Computer Science at CentraleSupélec, looking for a full-time contract.

#### PROFESSIONAL EXPERIENCE

#### **Software Engineer**

March 2020 - Today | Xelya

- Responsible for the technical design and development of new features and maintenant of our software for personal service and health companies, Ximi.
- Currently also working on a new accounting module destined to be integrated to all our softwares with a focus on clean code and architecture for a long-term stability.
- My day-to-day tools are C# and proprietary ORM and frameworks.
- Also, within a year, I was trusted with two new responsibilities:
  - The technical onboarding of two of our new teammates.
  - Being the team's representative for all issues regarding the quality of work life.

#### Gameplay and online developer

May 2019 - October 2019 | Féérik Games

Final year internship in the independent studio Féérik Games to design and develop a game following the Battle Royale genre in an environment providing a high level of autonomy and responsibility.

- Design and development of the core architecture of the project.
- Implementation of the gameplay, gameloop and network aspects of the game using Unity Engine and C#.
- Bringing a proactive attitude regarding the design and user experience of the game.

#### **Consultant intern**

July 2017 - December 2017 | Polyconseil

Internship as an operations research consultant in cooperation with the car-sharing company Autolib'.

- Analysis and visualisation of customer habits in order to define an innovative strategy to even the Autolib' car distribution throughout Paris and surroundings.
- Creation of a Python algorithm to estimate the customer demand and needs.

#### Web developer

September 2016 - May 2017 | Pics, photography club of CentraleSupélec

Design and creation of a responsive website hosting the club's photos and offering a facial recognition feature.

#### Developer

September 2015 - May 2016 | CEA, Commissariat de l'Énergie Atomique

Development of a recognition algorithm that detects the type of object (finger, nail, knuckle or stylus) that touches the screen of a smartphone using the sound the microphone receives in a five-person team.

# **EDUCATION**

# Conservatoire national des arts et métiers (CNAM), Online

2019 - 2020 | Video game and graphics programming courses

#### CentraleSupélec, cursus Centralien

2018 - 2019 | Final year

2015 - 2017 | First and second year

# Pierre de Fermat High School, Toulouse, France

2014 - 2015 | Preparatory Classes for Grandes Écoles, Physics and Engineering

2013 - 2014 | Preparatory Classes for Grandes Écoles, Physics, Chemistry & Engineering

## Farhat Hached High School, Bizerta, Tunisia

June 2013 | Baccalauréat (A-levels equivalent) with a "Very Good" certification, specialised in mathematics.

#### **ASSOCIATIVE EXPERIENCE**

## Community manager

June 2016 - July 2018 | Globeshakers Project

Management of the communication for the association on social networks and press.

#### Rally driver

February 2017 | 4Liens, Team #2095

Participation in the 20th edition of the 4L Trophy, a Renault 4 rally from Paris to Marrakech to bring scholar equipment and raise funds for an NGO.