

AHMED SELLAMI

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EDUCATION:

Software Engineering Degree 2019 - 2024

Higher Institute of Applied Science and Technology of Sousse

SKILLS:

Android SDK, Kotlin, Java, Android Studio, Firebase, Git, SQL(MySQL, SQLite), XML, Gradle, Django, Python, ML, DL, OpenCV, Unity, C/C++, C#, AWS(EC2), Javascript, Flutter

WORK EXPERIENCE:

Android Developer Intern

Developers Breach *Sep 2021 - Oct 2021*

- Contributed to the content creation of android development by publishing a series of 3 articles about list animations in Jetpack Compose.
- Two articles got featured in the Google Dev Library.
- The articles got around 5K of page visits which made the startup gain a reputation.

Software Developer Intern

Primatec Engineering *Aug 2020*

- Created a Jenkins plugin that allows you to view compressed files in the artifacts list. The decompression process is performed on the client-side for less labor on the server.
- Rewrote the client-side component using Webpack to remove the restrictions that Java Applet introduced.
- Tackled a few security issues like XSS and server-side deserialization vulnerability.

PROJECTS:

cSpeed

- An android app that allows you to calculate any moving object speed. Currently in early access.
- Moved the video files handling and processing tasks to a Django backend hosted in AWS due to their heaviness on the smartphone.
- Wrote a maintainable and unit-tested code that allowed me to easily add/delete features.
- Tackled bugs introduced from edge use cases and memory leaks that helped me improve the percentage of crash-free users from 90% to 99% and increased installs by 8x.

Coronavirus Stats

- An android application that provides the latest stats about COVID-19. It sends a summary notification containing the data of the current country delivered at the end of the day.
- Worked with Retrofit, Moshi, coroutines, and complex UI components like charts.

Pets

- Took the Pets app, developed by the Udacity team for their introductory course Android Basic: Data Storage, and refactored the code with the latest APIs, revamping the project from MVC to MVVM architecture.
- Learned many things from people's reviews such as code smells, conventions, and readability.

Maze Raiders

- A 3D multiplayer game where you should get out of the maze before your friend to win, developed using Unity and C#.
- Submitted to a game jam and got a decent rank.

CERTIFICATIONS:

Neural Networks and Deep Learning - Offered by DeepLearning.AI

AWARDS:

The 3rd rank in Tunisia Entrepreneurship Summit

My team and I made a mobile app with a recommender system that advises job hunters with appropriate offers according to their skills. My part was creating the android app, evaluating the ML model, and mining the data.