# El Mamoune BENMASSAOUD

+32470573172 | mamounbenmassaoud@gmail.com | LinkedIn | GitHub | Portfolio

### **EDUCATION**

## École Supérieure d'Informatique (ESI)

Brussels, Belgium

Bachelor's degree in computer science

Expected June 2024

Relevant Academic Courses: Data Structures and Algorithmic Analysis, Web Application Development, Database Management, Software Design using UML, and Operating Systems Principles

## **SKILLS**

#### LANGAGES

## SOFTWARES

### FRAMWORKS

- JAVA
- C++/C
- P H P
- KOTLIN
- PL/SQL
- PYTHON
- U M L
- HTML/CSS/ JAVASCRIPT
- INTELLIJ
- VSCODE
- QTCREATOR
- GIT
- STARUML
- MYSQL/ORACLE/ POSTGRESQL
- X A M P P
- SCENEBUILDER
- ANDROIDSTUDIO

- LARAVEL
- SPRING
- DJANGO
- JETPACKCOMPOSE
- ODOO

Soft skills: Retro engineering, Deep focus, Teamwork

Language Proficiency: Fluent in French and Arabic, Intermediary in English

Hobbies: Football, Boxing and Snooker

## **PROJECTS**

Boulder Dash (Java, JavaFX, JUnit, Maven) - GitHub - 2023

- Created a Boulder Dash-inspired game with cave exploration, diamond collection, trap avoidance, and puzzle-solving in a dynamic underground setting.
- Wrote Junit tests.

Sokoban (HTML, CSS, JS) - GitHub - 2022

- Developed a Sokoban-inspired puzzle game, challenging players to strategically push crates into target locations while navigating intricate mazes.
- Implemented an intuitive user interface to enhance player experience, with responsive controls and an appealing design.

Baba is You (C++, QT, Catch2) - GitHub - 2023

- Conceived and developed a C++ implementation for the initial five levels of the Baba Is You game.
- Created dual perspectives for the identical model: one based on the console and another utilizing GUI with QT Widgets.
- Authored comprehensive Catch2 tests to validate code functionality.

## **WORK EXPERIENCE**

- Completed an internship at Marsa Maroc within the Human Resources Department
- Worked as a part-time employee, providing assistance and support to students in their homework and assignments.