



Ahmed Jannadi

Web, Game and Mobile Developer

Rue n 1 Ain Mariem

7000 Bizerte

29524828

jannadiahmed@gmail.com

github.com/ahmedjannadi

EXPERIENCE

Tridevs, Tunis Centre Urbain Nord — *Internship*

February 2021 To June 2021

My mission for this internship was to conceptualize and develop a content management system (CMS).

My tasks:

- Setting up a development environment Cloud Ready and Team Friendly with Docker, Docker-Compose, Traefik, MySQL, Redis and traefik.me
- The conception and development of a backend NestJs + Sequelize (services, models, decorators) + API GraphQL (resolvers, queries, mutations)
- The conception and development of an admin dashboard React + MaterialUI
- The conception and development of a NextJS frontend

Technologies used:

- Vim : Text Editor
- VoidLinux : OS
- Git + Gitlab
- Javascript
- React
- NextJS
- NestJS
- GraphQL
- Docker
- Docker-Compose
- Traefik
- MySQL
- Redis

SKILLS

React

NextJS

NestJS

Django

Express

Flask

Laravel

C/C++

Java

DISTINCTIONS

First place challenge website
one page HTML5 Iset Bizerte
2016

First place GlobalGameJam
Tunisie 2016

LANGUAGES

English: Excellent

French: Average

Arabic: Native

Tridevs, Tunis Centre Urbain Nord — *Internship*

February 2019 To March 2019

My mission for this internship was to conceptualize and develop an HTML5 quiz game and a dashboard to manage the questions and answers

My tasks:

- Setting up the development environment
- The conception and development backend Django + Django-rest-framework
- The conception and development of a HTML5 game with the Phaser.JS game engine.
- Setting up a continuous integration (CI) pipeline with gitlab CI/CD.

Technologies used:

- Vim : Text Editor
- Ubuntu : OS
- Git + Gitlab
- Javascript
- Docker
- Python3
- Pytest

Aqeoplus, Bizerte Ras el Jbal — *Internship*

July 2018 To August 2018

My mission for this internship was to conceptualize and develop a real time face recognition python module.

My tasks:

- Setting up the development environment
- The conception and development of the module using the framework face_recognition and OpenCV

Technologies used:

- Vim : Editor
- Ubuntu : OS
- Git + Gitlab
- Javascript
- Python3

Kajot, Remote — C++ Game Developer

September 2018 To January 2019.

My tasks:

- The development of C++ Casino games using a custom game engine made by Kajot on top of Cocos2D-x.

Technologie utilise:

- Vim : Text Editor
- Ubuntu : OS
- Git + Gitlab
- C++
- Cocos2d-x

STUDIES

High School Habib Thameur, Bizerte — High School Degree Computer Science

2015

Iset Bizerte, Bizerte — Undergraduate Degree Information Systems Development

2016 To 2021

PROJECTS

AJ— Open Source Interpreted Language

2020

I'm developing an interpreted programming language from scratch using C++ as a hobby. It is mainly inspired by lua and python.

AJ2D— Open Source 2D Game Engine

2020

I'm developing a simple 2d game engine for the AJ programming language with C++ and SDL.

Freelance— Source code sales

2014 To Now

I have developed 5 games that have sold 27 times (up to this date) on codecanyon.com <https://codecanyon.net/user/flashextreme/portfolio>.

