

# MOHAMMED RIDHA

# MEHEMMAI

Software Engineer First Artist Second and Gamer In Between

## PROFILE

Hello! I'm Ridha (pronounced Ritha or Rida), a software engineer based in Algeria, who enjoys building things that contribute to make life easier. I develop desktop, mobile and web apps that provide intuitive, functional and performant features with efficient and modern technologies. In addition to being a game developer in my free time.

## PROFESSIONAL SITUATION

**Employee in [ENCC](#)** - Algiers - Algeria

Computer Scientist May 2018 - Present

A State-owned company of Structure and Boiler-making Industry.

**Main duties:** manage and maintain the IT infrastructure based in the administrative unit out of 9 units with 610 Tons/Month of output, support network scalability to meet growth, intervene in other units to assist both in software and hardware issues, the design and development of software solutions. #C# #Angular #Python #SqlServer #Pfsense #hMailServer #Qnap

## EDUCATION

**[Constantine 2 University](#)** - Constantine - Algeria

Master degree in Software Engineering 2017

Licence research theme: [Model of a Representation and Exploitation System of Spatial Data for the Estimation and Assessment of Risks Related to Earthquakes.](#)

Master research theme: [The soft Computing for the optimization of the lifespan of a wireless sensor network.](#)

## PROJECTS

### Professional :

[Astrolabe Allergens App](#) (Dart Flutter);

[Simple document hub](#) (angular 6);

[HSE and quality control](#) (C# WPF);

[Database merging utility](#) (C#);

[Automated template mailing utility](#) (angular 7);

[Amazon Web Scraper](#) (Python BeautifulSoup, Kivy).

### Personal :

[2d cross-platform game](#) (Unreal engine 4);

[Desktop 2d game](#) (Java Libgdx);

[Party members manager](#) (C# WPF Sqlite).

[Basic 3d renderer](#) (Lwjgl 3);

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## SKILLS

**Languages:** Java, C#, Python, C++, JavaScript (Typescript), Matlab, Dart;

**Libraries, frameworks and engines:**

Unreal Engine 4, Flutter, Ionic, Libgdx, Lwjgl, wpf, JavaFx, BeautifulSoup, kivy;

**Web technologies:** (S)CSS, Bootstrap, Xml, Html, php, Angular 2+;

**Database:** MySQL, SqlServer 2008/2012, PostgreSQL, SQLite;

**Game Development:** using Java, Lwjgl, Libgdx and [Unreal Engine 4](#);

**Digital Art:** Character design, Splash art and pixel art;

**Basic Video Editing :** Adobe Premiere, [Sample](#).

## LANGUAGES

**English:** Proficient

**French:** Proficient

**Arabic:** Native