

MOUNA CHAIMA AGHA

MASTER'S GRADUATE IN COMPUTER SCIENCE (AI & VR)

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ABOUT ME

Computer science master's graduate specializing in artificial intelligence, virtual reality, and interactive software development. Experienced with C#, Python, Unity, NPC-based voice and gesture interaction, and machine learning fundamentals, including leading a Meta Quest-compatible VR classroom project enhanced during an international internship in Türkiye. Interested in building reliable, AI-powered product experiences through thoughtful, user-focused engineering.

CERTIFICATIONS

• Unity 3D Development	2025
• Kinect Gesture Detection	2023
• AI & Machine Learning Coursework	2024
• Adobe Graphic Design Tools	2024

SKILLS

• C# & Python, Unity 3D & VR/AR, ML & AI Basics, Photoshop & 3D Design, Analytical, Creativity, Teamwork, TensorFlow, Pytorch, RAG

LANGUAGES

- English(●●●●○)
- French(●●●○○)
- Arabic(●●●●●)

INTERESTS

- * VR / AR & Mixed Reality
- * Educational Technology
- * Machine Learning
- * Game Development
- * HCI & Gamification

ACADEMIC & TECHNICAL PROJECTS

VR CLASSROOM https://github.com/mounamin/vr-classroom-prototype	2025 - Present
• / AI & VR PROJECT	
• LEAD DEVELOPER	
• Enhanced the Unity VR classroom during a one-month internship in Türkiye, developing an immersive first-person learning experience.	
• Developed an NPC-based virtual teacher with voice and gesture interaction to create a more engaging AI-supported learning experience.	
• NPC-based virtual teacher with voice and gesture interaction.	
• Designed for immersive VR deployment (Meta Quest compatible).	
HAND DETECTION WITH KINECT https://github.com/mounamin/kinect-hand-detection	2023 - 2024
DEVELOPER	
• Implemented Kinect-based hand tracking and gesture control to support motion-based interaction for basic user tasks.	
• Made motion-based interaction for basic user tasks.	
• Delivered a working demo for presentation.	
MEDIA & GRAPHICS CLUB	2024 - Present
• DESIGNER / EDITOR	
• Designed posters and brochures for events.	
• Edited short promotional and educational videos.	
• Created digital visuals for club activities.	
EDUCATION	
University Of Naama, Salhi-Ahmed	2024 - 2026
MASTER'S, COMPUTER SCIENCE AI	
• Master's Project: VR Classroom for Kids - Interactive 3D Learning with NPC & Hand Gestures	
University Of Naama, Salhi-Ahmed	2021 - 2024
BACHELOR, COMPUTER SCIENCE	
• PFE: Hand Detection Using Kinect v1 (C# + Unity)	
tlemcen's medecine's faculty	2016 - 2021
UNDERGRADUATE STUDIES (INCOMPLETE), PHARMACY	
• Studied 3 years of Pharmacy in tlemcen's medecine's faculty	
Azouzi Highschool	2013 - 2016
BACCALAUREATE	Mecheria, Naama