

ABDERRAHMANE TIAMANI

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EDUCATION

University of the People

May 2021 – Apr 2023

Bachelor's degree in Computer Science.

Pasadena, CA

– Relevant Coursework

- Software Engineering
- Data Structures
- Web Programming,
- Mobile Applications
- Computer Systems
- Discrete Mathematics

EXPERIENCE

Frontend Developer Internship | [Certificate](#) | [Website](#) | [GitHub](#)

Jan – Apr 2023

Frontend Simplified

- **Enhanced** website **UX** by implementing **dynamic** animations and transitions, resulting in a 30% improvement; **Optimized** the **loading** time by 20% through efficient **API** requests using Axios and **collaborated** with virtual team through **Git**-based collaboration tools.

SOFTWARE PROJECT EXPERIENCE

Review My Project (RMP)

[Website](#) | [GitHub](#)

- Developed a social platform using the **MERN** stack, resulting in a 25% increase in **user engagement**.
- Implemented essential **CRUD** functionalities, user **authentication** mechanisms, and interactive features such as **liking** and **commenting**, **enhancing** user interactivity and experience.
- Employed rigorous **testing** methodologies and **optimized** website **performance** by incorporating **caching** and **compression** techniques, achieving a 70% **decrease** in loading times and enhancing overall user satisfaction.
- **Optimized** database queries and storage mechanisms, contributing to **faster** data retrieval and overall system responsiveness.

Pong Game

[GitHub](#)

- Engineered a Python-based Pong game utilizing Kivy **framework**, incorporating an **AI** opponent, showcasing **proficiency** in game development and artificial intelligence.
- Utilized **object-oriented programming** principles and event-driven architecture, resulting in an **interactive** design for the gameplay mechanics, **user-friendly interfaces**, ensuring an engaging gaming experience for users of all skill levels.
- Implemented strategic **algorithms** for **AI** opponent behavior, enhancing game complexity and providing challenging gameplay scenarios.

SKILLS

- **Languages:** HTML5–CSS3–JavaScript–Node.js–Python.
- **Frameworks:** React–Redux–Next.js–Material-UI–Tailwind CSS–Express–MongoDB–Kivy.
- **Testing and APIs:** Postman–REST API–Jest.
- **Development Tools and Version Control:** NPM–Git–Yarn.
- **Soft Skills:** Communication–Teamwork–Problem-solving–Adaptability/Flexibility