Abdel Majid Maalej

SECOND-YEAR COMPUTER SCIENCE ENGINEERING STUDENT AT THE NATIONAL SCHOOL FOR COMPUTER SCIENCE

PROFILE

As a versatile computer science engineering student at the National School of Computer Science (ENSI), I have gained proficiency in various areas including artificial intelligence, web development, and mobile development. With a strong skill set in these domains, I am actively seeking a rewarding internship opportunity that will enable me to further enhance my capabilities and propel my career forward.

LANGUAGES

- ARABIC — NATIVE (100%)
- FRENCH — FLUENT (85%)
- ENGLISH — FLUENT (75%)
- GERMAN — BEGINNER (50%)

INTERESTS

MUSIC · SPORT · POLITICS

CONTACTS

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www.github.com/AbdelMajid Maalej

Soukra, Ariana

16/08/2000

PROFESSIONAL EXPERIENCES AND PROJECTS

MATCHY MATCHY
PROJET
DECEMBER 2022 - Present

Developping a clothing recommendation system :
It consists of building a chatbot within a mobile application for the purpose of recommending clothing items that perfectly fit the user's preferences using Rasa, Spacy, Yolo, U-net, and Roboflow for annotation.

ELEVACTOR
PROJET
JULY 2022 - NOVEMBER 2022

Developping a mobile application for educational purposes :
This mobile application dedicated to children was developed using React Native, under the supervision of our ENSI Junior Enterprise project manager and adopting an Agile Scrum methodology.

AGRINET
PROJECT
AUGUST 2022 - SEPTEMBER 2022

Developping Web Application :
It consists of implementing an effective and responsive web application that collects data illustrating the status of dams in Tunisia and offers a daily updated visualization of the collected data. The Trello platform was used as a collaboration tool to organize the project.

Appliances Shop
PROJET
JUNE 2022 - AUGUST 2022

Developping an e-commerce platform :
This dynamic e-commerce platform combines both a mobile and web application. Specifically, I worked with my colleagues on the web frontend and backend using React JS, Express JS, and MongoDB.

SMART MARIO
PROJET
MARCH 2022 - MAY 2022

Developping a super Mario game :
This project entails designing and developping a new version of the Super Mario game, where all functionalities and graphics interface were implemented using the SFML library and C++ programming language.

EDUCATION

ENSI
2021 - Present
NATIONAL DIPLOMA IN COMPUTER SCIENCE ENGINEERING

IPEIEM EL MANAR
2019 - 2021
NATIONAL ENTRANCE EXAM FOR ENGINEERING TRAINING COURSES

Secondary School of LAOUINA
2015 - 2019
MATEMATICS BACCALAUREATE WITH HONORS

SKILLS

- TEAM WORK
- ADOBE XD/PSD
- JAVA SCRIPT
- PYTHON
- JAVA
- REACT JS
- REACT NATIVE
- NODE JS
- C/C++

COMMUNITY LIFE

OPERATION MISSION LEADER IN ENSI JUNIOR ENTREPRISE :

- Being part of the web development competition's organisation team.
- Creating Website's and mobile's projects mockups using Adobe XD.
- Conducting web development training sessions for new members and assessing their skills.
- Leading a team during a project design and development, monitoring their work, following the progress and enforcing deadlines.