



in /in/abdelaziz-khabthani

@ /Abdelaziz-Khabthani

globe abdelaziz-khabthani.github.io

</> TECHNICAL SKILLS

JAVA Ecosystem

Spring Framework, JSF, Hibernate
ORM, Java FX, Maven, Alfresco,
Activiti

JAVASCRIPT Ecosystem

Angular, Node.js, Gulp, jQuery,
Lodash

PHP Ecosystem

Symfony, Laravel

Databases

PostgreSQL, Oracle, MySQL

Graphic Design

Adobe Photoshop and Illustrator

Others

SVN, GIT, CSS, Bootstrap, C#,
Unity Game Engine, REST,
Microsoft Word

A LANGUAGE

Arabic Native proficiency

Frensh Professional proficiency

English Professional proficiency

😊 INTERESTS



Drums



Camping



Game Dev

ABDELAZIZ KHABTHANI

SOFTWARE ENGINEER

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🎓 EDUCATION

TIME University (2015 - 2017)

Engineer's Degree, Computer Software Engineering
Activities: Android Club Founder, Robotics Club Member

ISAMM Institute (2012 - 2014)

High School, Multimedia and Information Systems
Activities: Participation in ISAMM WEBCAMP 2013

El Attarine School (2008 - 2011)

Baccalaureate Diploma

📁 CAREER SUMMARY

Software Development Engineer

Vneuron (May 2017 - Present)

Development of a form building and rendering
solution with drag and drop interface.

Development of an extranet system for
a BPM/DMS solution.

Maintaining and extending multiple modules
in a BPM/DMS solution.

Stack: Java, Spring, PostgreSQL, JavaScript, AngularJS

End of studies internship

Vneuron (Jan 2017 - May 2017)

Building and designing an engine for generating
technical and functional retro-documentation for
an ECM/BPM solution.

Stack: Java, Spring, PostgreSQL, JavaScript

Summer internship

Squirro IT (Jul 2016 - Aug 2016)

Building a flat sharing web application
based on the Google Maps API using Vagrant,
the Laravel PHP Framework,
and Materializer as a front-end framework.

Stack: PHP, Laravel, PostgreSQL, Vagrant, JavaScript

Summer internship

Central Bank of Tunisia (Aug 2014 - Sept 2014)

Building a PDF document management system
that works over the FTP protocol.

Stack: Java, Spring, JSF, Hibernate, JavaScript

End of studies internship

Stellar VFX (Apr 2014 - Jul 2014)

Devolopping a multiplatform, augmented reality
video game that works on a KINECT
equiped computer, and Android devices.

Stack: C#, Unity Game Engine