



# Affes Achraf

Software engineer  
Full stack developer

I am extremely motivated to constantly develop my skills and grow professionally.  
I am confident in my ability to integrate into new teams and deliver good quality results.

## Education

**Sup'Com** (Higher School of Communications of Tunis)  
Telecommunications Engineering  
since September 2019

**IPEIS** (Preparatory Institute for Engineering Studies of Sfax)  
Preparatory cycle in physics and chemistry

## Languages

English : professional

(TOEIC : 950/990)

French: good

Arabic: native language

## Interests

Video games : FPS, MOBA

Game development

Reading and writing articles  
on [dev.to](https://dev.to)

## Contact-me



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[/Achraf513](https://github.com/Achraf513)



[/achraf-affes](https://www.linkedin.com/in/achraf-affes)



Tunis - el Khadra city



[My portfolio website](#)

## Technologies

Angular	●●●●●
Spring boot	●●●●●
MySQL	●●●●●
NodeJs	●●●●●
JavaScript	●●●●●
CSS	●●●●●

## Professional experience

### Web Graphique

( Summer internship July 2021 - August 2021 )

Developing a mobile application "BreakIt"

- The conception of the application
- UI/UX design in Adobe XD
- Development in Flutter

Technologies: Flutter, FireBase, SQLite

### 6NLG - SUP'COM

( Supervised project September 2021 - January 2022 )

Firewall Policy Deep Audit Investigation

- Research on Fortinet, PaloAlto, and Checkpoint
- Design of anomaly detection algorithms

Technologies: Fortinet, PaloAlto, Checkpoint, Python, Secnology

### Advanced Derivative Solutions

( End of studies internship February 2022 - July 2022 )

Development of a continuous education website "QuodUp"

- The conception of the application
- Development of the application in angular & spring
- Automation of some functionalities using Camunda
- Deployment of the website

Technologies: Java, Spring, Hibernate, MySQL, Spring Security, CAMUNDA

## Personal projects

### Mobile development :

( BookHub / myLouage / CareUp / SmartPatch )

Technologies: Flutter, SQLite, et Firebase

### Web development:

( MyPortfolio / PublicAPI / TicTacToe / E-Commerce .. )

Technologies: Angular, Spring, Hibernate, MySQL, NodeJs, Express, Socket.io, Flutter web, JQuery, Bootstrap, TypeScript, Heroku/AWS

### Research project:

(Radar and camera data fusion for better obstacle detection )

Technologies: monoDrive, Matlab, Python

### Video game development:

( Plateforme / Stratégie / TPS )

Technologies: C#, unity, blender, construct2