

# Ahmed Ben Jannet



## Fullstack JavaScript developer

### Personal information



benjannetahmed.69@gmail.com



+216 23840158



<https://www.linkedin.com/in/ahmed-ben-jannet-4354a41bb/>



<https://portfolio-gray-iota.vercel.app>



<https://github.com/Ahmed-ben-Jannet1>



7 rue Alissa, Hammam Lif

### Languages

English (C1)

Arabic (native)

French (B2)

German



### Center of interest

Developing and playing video games.  
Solving riddles.  
Making cosplays.

### Profile

I'm a Full stack developer with solid knowledge of programming languages, curious and eager to innovate and contribute to the construction of functional applications, I also enjoy stepping outside of my comfort zone by trying new technologies.

### Professional experiences

#### Summer internship

##### TogTog Startup

Development of an e-commerce application that Integrates AI for a better user experience.

- modelling of the NoSQL database.
- Creating strong authentication using JWT.
- Implementing socket.io in the real-time part of the platform.

**Technologies :** Express.js, Node.js, MongoDB.

june 2022 - sept 2022

#### Graduation internship

##### BIAT (Banque Internationale Arabe de Tunisie)

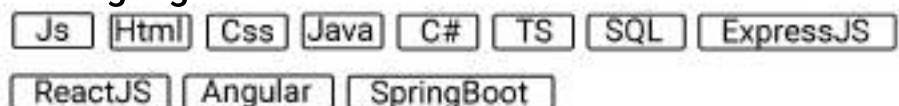
Design and development of an application web management of bank accounts and credits.

**Technologies:** SpringBoot, Angular, MySql

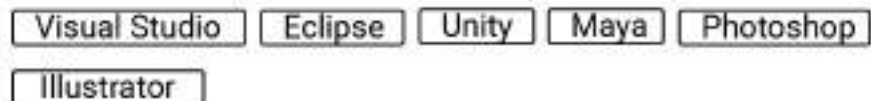
feb 2021 - may 2021

### Skills

#### Languages and frameworks



#### Tools and softwares



### Education

#### Software engineering degree

Isamm ( Institut Supérieur des Art Multimidia de la manouba )

sept 2021 - present

#### Bachelor's degree in computer science and Multimedia

Isamm

sept 2018 - july2021

#### Baccalaureate in mathematics

Lycée Bachir Nabheni, Hammam Lif

june 2018

### Academic Projects

#### Design and development of a study management website.

**Technologies:** Node.js, React, MongoDB, JS.

#### Design and development of a hospital management website.

**Technologies:** SpringBoot, MySQL, HTML, CSS.

#### Augmented reality shooter game development.

**Technologies:** Unity, C#.