### Ahmed Ben Jannet



# Fullstack JavaScript developer

#### **Personal information**



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



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

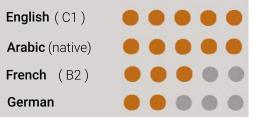


https://github.com/Ahmed-ben-Jannet1



7 rue Alissa, Hammam Lif

#### Languages



#### **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.

#### **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

june 2022 - sept 2022

#### Skills

#### Languages and frameworks

Js Html Css Java C# TS SQL ExpressJS

ReactJS Angular SpringBoot

#### **Tools and softwares**

Visual Studio | Eclipse | Unity | Maya | Photoshop |

Illustrator

#### Education

#### **Computer Software engineering**

sept 2021 - present

Isamm (Institue Supérieur des Art Multimidia de la manouba)

## Licentiale degree in computer science and Multimedia

sept 2018 - july2021

Isamm

#### Bachelor's degree in mathematics

june 2018

Lycée Bachir Nabheni, Hammam Lif

#### **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#.