



Brik Amani

Professional Goals

I aim to attain an engaging internship position in software engineering. I am keen to start working in a professional environment and bring my creativity to the team.

Personal Information

Mobile:

+36 20 269 1877

Email:

amanibrik5@gmail.com

LinkedIn:

[linkedin.com/in/amanibrik5](https://www.linkedin.com/in/amanibrik5)

Github:

<https://github.com/Amani215>

Portfolio:

<https://amani215.github.io/>

Projects

Ring Oscillator PUF

VHDL | github.com/Amani215/ROPUF

- Learned how to use VHDL to create complex digital systems
- Used Vivado to create a program for a Physical Unclonable Function

Cookie Cutter game using computer vision

C++, OpenCV, Win32 | <https://github.com/Amani215/CookieCutter>

- Applied my theoretical skills of Win32 in an application of my own.
- Learned how to use an open library for computer vision.
- Designed the architecture and the resources of the game

3D Game (Group work)

Java | github.com/Rehaoulia/SoftwareProjectLab

- Designed the class diagram and some sequence diagrams (UML)
- Coded some essential classes related to the functionalities of the game.
- Led the team and organized the work between the 5 members.

Academic History

Budapest University of Technology and Economics (BME)

Bachelor in Computer Science Engineering | Ongoing

- Current GPA: 4.25/5
- Stipendium Hungaricum Scholarship
- Event lead in [GDSC BME](#)
- Avionics core team member in [Project BOOM](#).

Pioneer High School of Bourguiba Tunis

High School Diploma in Technology | 2018

- Graduated with 4.56/5 GPA
- Ranked 18th best student in Tunisia, 2018
- Participated in Technovation 2017

Skills

- Java
- C/C++
- C#
- VHDL
- HTML and CSS
- Javascript
- Kotlin
- UML
- OpenCV
- Version Control (Github)
- Adobe Photoshop
- Project Management
- Teamwork

Languages Spoken

Fluent:

English, French, Arabic

Other languages:

Japanese, Spanish, Hungarian