



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:

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

Github:

<https://github.com/Amani215>

Projects

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.

Ring Oscillator PUF

VHDL | github.com/Amani215/ROPUE

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

Curing Oven Controller (Group work)

C++, Arduino | github.com/Amani215/cf-oven-controller/tree/master/controller

- Coded the logic behind the curing of the carbon fiber according to the specifications
- Learned how to use Arduino

Academic History

Budapest University of Technology and Economics

Bachelor in Computer Science Engineering | Ongoing

- 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
- React
- Kotlin
- UML
- Version Control (Github)
- Adobe Photoshop
- Leadership
- Teamwork

Languages Spoken

Fluent:

English, French, Arabic

Other languages:

Japanese, Spanish, Hungarian