

MOHAMED ANAS DRIRA

Software Engineering Student

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ABOUT ME

Software Engineering student passionate about AI, problem-solving, and building smart systems. I've worked on projects from AI agents that generate and execute code to full-stack applications with FastAPI and Angular. I've developed strong algorithmic thinking skills and mastered C++, gaining a deep understanding of its concepts and efficient use in solving complex problems.

EXPERIENCE

Coding Betounsi: Software Engineer Intern

Python, Angular, FastAPI, PostgreSQL, Git/GitHub, Debugging

June 2025 – September 2025

- Debugged and reverse-engineered a payroll management system, identifying and resolving bugs in data validation and UI components.
- Developed the CNSS generation module, implementing UX/UI for generating and managing social security files.
- Collaborated on refactoring the prime system, implementing date-based variant history to replace period structures and conducting code reviews.

KPIT (Primatec Engineering): Ai Intern

Python, LLamaindex , LLM Prompt Engineering, MistralAI

July 2024 – September 2024

- Developed a multi-language AI code generation agent supporting Python, C++, Java, and JavaScript using Streamlit for a responsive web interface.
- Integrated Llamaindex with MistralAI to provide context-aware code generation, enabling the agent to respond accurately to user prompts.
- Implemented code execution and download features, allowing users to run and save the generated code directly from the interface.

PROJECTS

Point of Sale (POS) System



Angular, FastAPI, SQLAlchemy, OAuth2

2025

- Developed a full-stack POS application integrating secure authentication, employee management, and inventory tracking with robust error handling.
- Enhanced maintainability through code reviews, added email integration, and designed a scalable system with pagination and a detailed ERD.

SmartBot: Game Automation

Python, OpenCV, PyAutoGUI, YOLOv4-tiny

2024

- Collected and labeled game image datasets, trained a YOLOv4-tiny model, and implemented real-time object detection for automated gameplay.
- Developed automated task execution using mouse/keyboard control and OpenCV template matching for precise in-game actions.

ACHIEVEMENTS

First Place (Tech Resolve Challenge,SOLVEIT1, SOLVEIT2)

Second Place (Shinobi,CrackCode)

Third Place (Hello World 4.0,CodeBreaker)

EDUCATION

Higher Institute of Computer Science And Multimedia (ISIMS)

2023 – 2026

Engineer's Degree in Computer Science

Higher Institute of Computer Science And Multimedia (ISIMS)

2021 – 2023

Pre-Engineering

Monji Slim High School, Sfax

2017 – 2021

Mathematics Baccalaureate

SKILLS

Technical:

Python | C/C++ | Java | C#/.NET
LLM Prompt Engineering | Information Retrieval
Problem Solving | Graph Theory | Debugging
Docker | Git/Github
Object-Oriented Programming | Modeling
Software Testing

Languages:

- Arabic (Native)
- English (Full Professional)
- French (Limited Professional)

CERTIFICATES

Facebook Hacker Cup Qualified Round 2



Meta

October 2023

Problem Solving (Intermediate) Certificate



HackerRank

June 2024

Certificate of Achievement TCPC



ICPC

July 2025

COMMUNITY INVOLVEMENT

IEEE ISIMS Student Branch: Member

2021 – 2025

ISIMS CPC: Trainer in the Problem Solving Department

2023 – Ongoing