

Anas Farhane

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Casablanca, Morocco

SALESFORCE DEVELOPER

I am an enthusiastic, motivated, reliable, responsible, and hardworking individual with a background that includes a Bachelor's degree in computer science or software engineering. I bring previous work experience in application and software development, as well as a track record of creating customer-facing interfaces. My skill set includes advanced knowledge of Salesforce CRM platforms, strong communication skills, and a knack for solving high-level software and application issues. Additionally, I possess project management abilities that enable me to thrive in various professional environments, both as a collaborative team member and an independent contributor.

SKILLS

Salesforce, Apex, SQL, and Java
Agile
UX Design

Python
Web development
React

Project management
Problem solving

EXPERIENCES

EDIFIXIO, RENNES

MARCH 2023 - AUGUST 2023

Salesforce developer intern

Implementation of a ticket management application within Salesforce, where tickets can originate from multiple sources (Email, Website Form, Phone). These tickets are stored in a single Salesforce database and are assigned to individuals based on the required expertise.

Missions:

- Gather client requirements and translate them into User Stories in JIRA.
- Develop ticket workflow diagrams.
- Draft the data model in Excel.
- Design and implement the interface on Salesforce.
- Design and implement flows for various ticket statuses.
- Develop Apex classes and their corresponding Test classes.

SQLI, RABAT

JUNE 2022 - AUGUST 2022

Java developer intern

Creation of a web application for managing collaborators within SQLi, a project undertaken from needs analysis and design to coding and testing.

Missions:

- Design of interfaces using Figma.
- Team management. Creation and assignment of tasks using Trello.
- Development of the application using Spring and React.

EDUCATION

Faculty of Sciences and Technology of Settat

Bachelor's Degree in Computer Engineering

Faculty of Sciences and Technology of Mohammedia

DEUST (BAC+2) in Mathematics, Physics, and Computer Science

Academy Francis Valéry of Casablanca

Baccalauréat: Mathematics and Physics with French Option

PROJECTS

Machine Supervision Application

Machine Supervision Application in C, utilizing Linux files. Data collected and sent via sockets to another machine (Server), which gathers them from multiple machines and presents them in a readable format.

Cluedo Game

Development of the board game 'Clue' with the objective of solving a murder mystery. Players must deduce the suspect, weapon, and crime scene. Developed using Java, JEE, and Hibernate.

Sharify: E-Book and Donation Application

Development of an E-Book application that allows registered users to enjoy free books while adding a humanitarian aspect through book donations. Front-end built with Flutter, and back-end using Java/Spring.

E-Shop

Designing and deploying Oracle databases according to filtering criteria and distributing these databases based on predefined parameters.

Qualimero

Development of a ticket tracking and management tool integrated into the Salesforce platform, enabling teams to efficiently manage requests, issues, and incidents.

Chatbot

Development of a Chatbot designed to provide informative and interactive responses to inquiries related to the university environment. This Chatbot is built using the Python programming language, with the Flask framework serving as the backbone for its seamless functionality.
