Nedjar Ayoub

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Unpaid end-of-study internship (February – June 2025) to obtain a bachelor's degree in computer science at ESI (HE2B)

EDUCATION

École Supérieure d'Informatique (ESI) Brussels, Belgium

Bachelor's degree Expected June 2025

Relevant Coursework: Data Structures & Algorithms; Web & Mobile Development; Databases; Software Analysis (UML) & Design Patterns; Operating Systems

SKILLS

Programming Skills: Java, JavaScript, C/C++, SQL, PHP, Kotlin, Python
Tech Skills: Git, HTML/CSS, MongoDB, Linux, UML and analysis, QT widget, Scenebuilder
Frameworks: Laravel, Django, Jetpack Compose
Soft Skills: deep focus and deep work, reverse engineering, code inspection
Languages: Fluent in French and Arabic, Intermediary in English and Dutch
Interests: Judo, Football, Swimming

PROJECTS

Tetris (C++, QT) - GitHub - 2023

- Developed a C++ implementation of the classic game Tetris,
- Made two different views for the same model: console-based and GUI with QT Widget

WebShop (Laravel, PHP) - GitHub - 2023

● Developed a secure platform where users can share shops and articles in a protected environment.
● Integrated a robust authentication system with secure login/register functionalities and SSL certificates for encrypted data transmission.
● Enabled users to perform CRUD operations on posts and securely share content with others.
● Focused on security by implementing data validation, encrypted user sessions, and HTTPS protocols to ensure safe interactions between users.

StibRide (Java, JavaFX, JUnit, Maven) - GitHub - 2023

- Designed and conceived a fully documented Java app to calculate a route by metro in Brussels
- Applied MVC and other design patterns; implemented the model by applying object-oriented principles
- Using API and token to receive next metros in real-time
- Wrote Junit/Mockito tests that covered near 80% of all model-related lines of code

WORK EXPERIENCE

Introduction to Computer Science for Kids (Scratch) - Bambins Futé Brussels, 2023

● Led workshops at Bambins Futé to introduce young students to the basics of programming using Scratch, a visual programming language.
● Taught fundamental coding concepts such as loops, conditionals, and variables through interactive projects and games.
● Encouraged creativity and problem-solving by helping students build their own simple animations and stories.
● Created an engaging and supportive learning environment to inspire enthusiasm for technology and coding.