Aziz Hidri

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EDUCATION

Polytechnique Montréal | Montréal, QC
Bachelor of Software Engineering, Specialization in Artificial Intelligence and Data Science | *2022 – 2026*

SKILLS

Languages: Proficient in **C++**, **Python**, **JavaScript/TypeScript**, **SQL (PostgreSQL)**, **PHP**. Familiar with **Java**, **R**, **Assembly**

Frameworks: React, Angular, Node.js, NestJS, FastAPI, Symfony, Laravel

Developer Tools: Git, GitLab, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Herd, WSL, pgAdmin, Jupyter Notebook

Other Technical Skills:: Data Analysis, CI/CD, Agile Development, Software Design, Operating Systems Kernels, Data Structures and Algorithms, Computer Networks, Virtualization, Relational Databases

Soft Skills: Teamwork and Collaboration, Time Management, Communication skills

EXPERIENCE

Software Developer Intern | May 2025 – August 2025
Poslik | *Tunis, Tunisia*

- Designed and implemented a restaurant inventory module, **improving consistency between physical and digital inventories**, using **PHP, Symfony, PostgreSQL**
- Built a transaction service, **reducing stock-related errors**, by validating ingredient availability and automating adjustments
- Introduced a granular permission system, **streamlining access control**, with role-based authorization and Symfony voters
- Contributed to food-cost calculation features, **enhancing cost accuracy**, via dynamic unit pricing and FIFO-based stock logic
- Worked with Docker, WSL, and CI/CD, **improving environment stability**, while collaborating in an Agile team on GitLab and Slack

Web Developer | September 2024 – February 2025
PolyOrbite | *Montréal, QC*

- Developed and maintained the organization's website using **TSX (React with TypeScript)**, **Next.js**, and **Tailwind CSS**, creating a modern, responsive interface
- Worked specifically on the Rover and Education pages, implementing interactive features and ensuring a seamless user experience
- Helped showcase PolyOrbite's projects and achievements while aligning with the society's mission and technical accomplishments

PROJECTS

Tactical RPG Platform | *Angular, TypeScript, NestJS, MongoDB* — Tactical RPG Platform

- Built a minimalistic tactical RPG platform where players engage in grid-based, turn-based gameplay, improving user interactivity and engagement, by designing a dynamic frontend with **Angular/TypeScript**, implementing game mechanics in **Nest.js**, and integrating persistence with **MongoDB**
- Enhanced gameplay experience by implementing a custom map editor, chat system, and logging functionality, **resulting in richer user scenarios and improved collaborative play**, through modular system design and automated client/server testing with **Jasmine** and **Jest**

Melanoma Classification | *Python, NumPy, TensorFlow, Matplotlib, Scikit-learn* — Melanoma Classification

- Developed a deep learning pipeline for melanoma detection, **achieving 90%+ accuracy on test data**, by designing and training a **CNN with TensorFlow/Keras**, using data augmentation (flips, rotations, zooms) to improve generalization
- Delivered detailed model evaluation with confusion matrices and classification metrics, **enabling precise analysis of recall and F1-score**, by leveraging **Matplotlib** and **Scikit-learn** for performance visualization and reporting