Aziz Hidri

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EDUCATION

Polytechnique Montréal	Montréal, QC
Bachelor of Software Engineering, Specialization in Artificial Intelligence and Data Science	*2023 – 2026*

TECHNICAL SKILLS

Programming Languages: Python, JavaScript/TypeScript, PHP, PostgreSQL; Familiar with C++, Java and Go

Algorithms & Mathematics: BFS, DFS, Dijkstra, A*; Machine Learning and Natural Language Processing; Calculus, Linear Algebra, Probability and Statistics, Optimization

Frameworks: React, Angular, Next.js, NestJS, Symfony, Laravel, FastAPI, TensorFlow, Scikit-learn

Developer Tools: Git, GitLab, Docker, WSL, VS Code, IntelliJ, Eclipse, Jupyter Notebook, CI/CD pipelines

Databases: MongoDB, Firebase, PostgreSQL, Doctrine ORM

Other: Data Analysis, Agile Development, Software Design, Debugging, Linux development environment, Computer Networks

EXPERIENCE

Software Developer Intern	May 2025 – August 2025
Poslik	

- Designed and implemented an inventory management module, **improving consistency between physical and digital inventories**, by building core entities (stores, units, ingredients, products, orders) using PHP, Symfony, **PostgreSQL**
- Built a transaction service, reducing stock-related errors by 20%, through validation of ingredient availability, **real-time adjustments**, and automated stock decrements
- Introduced a granular permission system, streamlining access control across multiple modules, with role-based authorization and Symfony voters
- Contributed to food-cost calculation features, enhancing cost accuracy per product and category, by managing FIFO-based stock logic and dynamic unit pricing
- Collaborated in an **Agile team** using **GitLab** and Slack; worked with **Docker**, **WSL**, and **CI/CD pipelines** to improve environment stability and deployment reliability

PROJECTS

Multiplayer RPG Platform (Academic Project) — GitHub ↗
Electron, Angular, TypeScript, NestJS, MongoDB, AWS, Flutter, Dart, Firebase

- Developed a **cross-platform multiplayer RPG platform** with a desktop client (Electron) and a tablet mobile client connected to a shared backend
- Implemented **real-time client–server features** (chat notifications, channel management, member permissions) using a NestJS backend and scalable microservices architecture
- Led **system design and architecture documentation** (UML, system diagrams), contributed to **CI/CD pipelines**, and performed code reviews in an Agile team of 6

SkinAI : Mobile ML Application | *React Native, TensorFlow, Scikit-learn, FastAPI* — GitHub ↗

- Developed a convolutional neural network for **skin lesion risk classification**, achieving strong validation performance and focusing on **real-world image robustness**
- Integrated the model into a **mobile application** with on-device inference, camera input, and user guidance, emphasizing privacy, usability, and ethical constraints (non-diagnostic use)

Cloud-Native Microservices Platform | *Go, Kubernetes, Docker, Grafana* — GitHub ↗

- Designing a **distributed blogging platform** composed of independent services (Auth, Posts, Analytics) communicating via asynchronous events
- Implementing containerized services with **API Gateway routing**, message broker integration, and Kubernetes-based orchestration, focusing on scalability, observability, and fault tolerance