

HIDRI AZIZ

+1 5142140931 | Montréal, Canada ◊ aziz.hidri@polymtl.ca | [LinkedIn](#)

EDUCATION

Polytechnique Montréal

2022 - 2026

Bachelor of Software Engineering

PROJECTS

- **Tactical RPG Platform:**

Developed a minimalistic tactical RPG platform where players engage in grid-based gameplay featuring various terrains, obstacles and turn-based combat. The project involved the following technologies :

- Frontend : Used Angular with TypeScript to build a dynamic and responsive user interface.
- Backend : Implemented server-side logic with Nest.js and to manage game mechanics and player interactions.
- Database : Integrated MongoDB to handle data storage for player stats, maps and game states.
- Features : Included map navigation, turn-based combat, interactive elements and a game editor for creating new games and scenarios.
- Testing : Conducted client-side testing using Jasmine to ensure component functionality, and performed server-side testing with Jest to validate API endpoints and core game logic.

TECHNICAL SKILLS

Programming Languages Proficient in C++, JavaScript, Typescript and Python, Familiar with Java and SQL.

Mathematics Calculus, Probability and Statistics, Linear Algebra, Machine Learning.

Other Skills Source Control via Git, MVC Architecture, Agile development and UML patterns.

EXTRA-CURRICULAR ACTIVITIES

- **PolyOrbite - Public Relations Team Member:** Active member of PolyOrbite, a technical society at Polytechnique Montréal focused on the development of rovers and satellites. Contributed to the development of the organization's website using TSX (React with TypeScript), Next.js, and Tailwind CSS to create a modern, responsive interface. Worked specifically on the Rover and Education pages, implementing interactive features and ensuring a seamless user experience. The website highlights PolyOrbite's projects and achievements while aligning with the society's mission and technical accomplishments.