# **BOURICH SOUFIANE**

Computer engineering student, specialized in software quality, in the final year of the engineering program. Future Software Engineer, passionate about development, software architecture, and quality assurance.



# CONTACT



soufianbourich20@gmail.com



0650981231



Soufiane Bourich



Bourich-20



Mobility: National



sb-portflio-20.onrender.com



French: Fluent Arabic: Native

**English: Fluent** Age: 23 years

# **SKILLS**

### **Programming Languages:**

 C,Java,JavaScript,TypeScrip,Dart, python.

### Web Technologies:

- Frontend: Next.js (React), React, Angular, HTML, CSS, Tailwind CSS, Ajax, Thymeleaf.
- Backend: Spring Boot (MVC, Data JPA, Security, Cloud), Java JEE, Node.js (Express).
- API & Communication: REST, gRPC, GraphQL, SOAP, WebSockets, Kafka, RabbitMQ.

## **Mobile Technologies:**

• Flutter , Ionic Angular, Swift.

#### Databases:

- · Relationnelles:PostgreSQL, PL/SQL (Oracle), SQL Server, MySQL.
- · NoSQL / Documentaires : MongoDB, Cassandra, Redis.

### **Operating System:**

- · Linux, Windows.
- · System and Network Programming.
- · Automated scripts & batch files.

#### **Design and Methods:**

- UML, Merise, SOLID, Design Patterns.
- Figma / InDesign /Draw.io

# **SOFT SKILLS**

- Problem Solving / Optimization
- Quick Learning / Adaptability
- Time Management / Analytical Thinking
- Communication / Teamwork
- Ability to read and maintain existing
- · Skill in handling hardware resources (RAM, CPU, Arduino, etc.)

### Formations

- Faculty of Sciences and Techniques SETTAT Engineering cycle in Computer Engineering. 2022 - 2025
- Polytechnic Faculty Ouarzazate

General University Studies Diploma (DEUG) in Mathematics and Computer Science (SMI) obtained in 2020-2022.

High School

Bachelor's degree in Physical and Chemical Sciences (SPC) obtained in 2019-2020

### Professional Experience

### **Internship at HPS:**

• Web Application: From February 1, 2025 to July 1, 2025

Full-stack development of an online parametric ISO 8583 simulator for testers, using a microservices architecture to ensure performance and scalability.

Technologies used: Spring Boot, Kafka, Grafana, React, TypeScript.

### Internship at CodingArt:

• Web Application: From July 1, 2024 to October 1, 2024

Backend developed for a vehicle stock management application, including tracking, invoicing, and payment, with a microservices architecture ensuring modularity and scalability of the solution.

Technologies used: Spring Boot, NestJS, Spring Security (JWT), Spring Data JPA, Docker, Kubernetes

### Internship at Diamantech:

Mobile Application: From July 17, 2023 to September 3, 2023

Full-stack development of a mobile task management application, with a system for tracking employee tasks.

Technologies used: Ionic, Angular, Node.js.

### Freelance:

• Mobile Application: From May 1, 2024 to May 15, 2024

Mobile app for embedded systems students, allowing data collection and transfer via Wi-Fi and GPS, real-time visualization of trucks and bins on a map, and route optimization through server communication.

Technologies used: Flutter, GPS, Wi-Fi, Firebase, Google Maps API.

Mobile Application: From April 10, 2024 to May 1, 2024

Mobile app for biomedical engineering students, enabling real-time EMG data collection and display, with data storage and a section for doctors to manage patients and send reports.

Technologies used: Flutter, Arduino, Bluetooth, Firebase.

# Academic Projects:

Air Traffic Control Project (web application)

Real-time tracking of airplanes, smooth animation for airplane movements, collision detection, and weather condition management using Dijkstra's algorithm.

Technologies used: Spring Boot, HTML, CSS, JavaScript.

Java Project: (desktop application)

Development of an administrative management application for a college. Technologies used: Java, JavaFX, MySQL.

Python Project (desktop application)

Application to determine the type of face from images, using Principal Component Analysis (PCA) and Discriminant Factor Analysis (DFA) on a dataset.

Technologies used: Python.

• Project in C language: Library Management System