





Hamza El-Youssfi

Undergraduate software engineer

Personal Info

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-  Rabat Al irfane, Rabat, Morocco
-  Moroccan
-  B
-  2004

Education

- **Engineering Degree**
(equivalent to MSc)
Institut National des Postes
et Telecommunications
Sep 2021 - Present

Skills

Teamwork - Expert

Time management - Expert

Communication - Expert

Work ethic - Expert

Interpersonal skills - Expert

Problem-solving - Expert

Links

[Github](#)

[portfolio](#)

[X](#)

Languages

English - Fluent

Summary

Software engineering student with hands-on experience in Rust, Python, and full-stack development. Passionate about building practical tech products and exploring systems, SaaS, and AI. Looking for a summer internship to apply and grow my skills in real-world projects.

Work Experience

Web Developer, Transwest (Internship), Remote

May 2024 - September 2024

- Developed, deployed and maintained a website for truck management
- Implemented a high-performance alert system to keep the trucks safe as well as keep responsible aware in real time for any urgent intervention

Side Projects

Full stack website

- Developed website and deployed with CI/CD website for Students managements
- Tools used : Java (Springboot) ,Reactjs and Postgresql , Gitlab , Docker , kubernetes

Full stack mobile app as a SAAS

Present

- Working collaboratively with a data engineer on a mobile app that helps users to spend less money by tracking their shopping and alerting them when they buy something against their diet
- Tools : React Native (Expo), Python, Digital ocean Droplet

A deployed website for Martketing purpose

- Developed a website to get traffic and new leads for the mobile app mentioned above
- Live (till now) on <https://budgetbite.store>
- Tools used : Html5, Css3 and vanilla javascript for the front-end Expressjs , Postgresql hosted on Neon for backend

french - Fluent

Arabic - Fluent

Load Balancer with different strategies in a distributed system

- Developed a load balancer to distribute the requests based on a specified strategy

Tools : Rust from scratch

Particle system Simulations using Rust

- Building from scratch software that simulates the motion of the particles within a hot fluid

Rendering in a terminal is done from scratch.

- Working on a terminal-based snake game built from scratch using Rust

Technological skills

- **Languages:** *Java, python , javascript, Rust , C*

- **Devops :** *Docker , kubernetes , Private cloud (Openstack), jenkins,gitlab*