

Haroun Kassouri

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Summary

I am a final-year Computer Science (Infrastructure) student at Technological University Dublin, graduating in 2025. With hands-on experience as a Full Stack Software Engineer intern, I've contributed to key projects using Angular, Node.js, and Oracle. I'm skilled in Java, Python, and SQL, and have built web and mobile applications. I am actively seeking a graduate software engineering role where I can apply my skills in full-stack development and problem-solving.

WORK EXPERIENCE

Full Stack Software Engineer Intern

January 2024 – August 2024

Department of Agriculture, Food and Marine (Gov Ireland)

Ag House, Kildare Street, Dublin

- Contributed to the "Digital Forms" platform, which digitized essential company forms, significantly improving efficiency across every company department. Utilized Angular (HTML, CSS, TypeScript) for front-end development and integrated these forms with backend systems.
- Spearheaded the creation and integration of a fully digital new hire onboarding process, leveraging Angular for the front-end interface and Oracle databases for backend data storage. This initiative replaced paper-based forms, significantly reducing onboarding time and resource usage, while providing instant data availability. The digital system now supports the onboarding of thousands of future employees, streamlining HR operations and improving data accuracy.
- Assisted with the complex migration of business-critical forms from the legacy PAM (Process Automation Manager) system to Kogito. This migration involved not only re-engineering workflows to automate processes but also modifying existing code to ensure seamless integration with Kogito. This migration resulted in improved internal communication through automated emails, enhancing the speed and reliability of form submissions across the entire company.
- Connected Angular-based front-end forms with Oracle backend databases, ensuring secure and efficient data exchange. Worked closely with database developers to define and implement data requirements, enhancing overall system functionality and ensuring data integrity. Also utilized Node.js to manage server-side logic and API interactions, further strengthening the integration between the front-end and back-end systems.
- Participated in client meetings to gather requirements, present demos, and align the development with client expectations, contributing to high levels of client satisfaction and successful project outcomes.

Full Stack Software Engineer Intern

August 2024 - now

Freelancing (Self Employed)

- Leading the development of a new website for a local pastry store as part of the business's revamp, focusing on user-friendly design and functionality.
- Implementing key features such as a menu display, location details, "About Us" section, and a "Contact Us" form for customers to email inquiries directly to the business.
- Working on automating the purchase process by allowing customers to order pastries online, with details sent via email, eliminating the need for manual paper processes
- The new website will significantly improve customer engagement and increase sales through enhanced online visibility and streamlined ordering

PROJECTS

Resume Website / Angular (HTML/CSS, Typescript)

September 2024

- Designing and building a personal resume website to showcase projects, skills, and achievements.
- The site includes an "About Me" section, portfolio links, contact form, and direct access to my LinkedIn, GitHub, and CV.
- Utilized Docker for containerized deployment and Dbeaver for effective database management.
- Aiming to create a professional platform that highlights my work and serves as an accessible point of reference for potential employers.

The Maze Game / C-Programming, Microprocessor, Keil IDE

November 2022

- Partnered effectively to craft a 2D video game using C programming on an STM32F031 series microprocessor, demonstrating

strong teamwork and collaboration skills.

- Engineered a comprehensive hardware setup featuring a TFT display, speaker, and buttons for user interaction.
- Employed Keil IDE, establishing hardware and software synchronization and enabling code development.
- Developed a fully functional 2D game and received a distinction grade.
- Acquired in-depth proficiency in C programming for embedded systems, coupled with valuable hands-on experience in hardware integration and understanding intricate hardware-software interactions.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, Typescript, C, HTML/CSS, SQL (PostgreSQL, MySQL),

Technologies/Frameworks: NodeJS, Angular, JSON, Kogito.

Tools & Environments: Git, Eclipse, VS Code, PyCharm, IntelliJ, PAM.

Databases & Platforms: PostgreSQL, MySQL, MongoDB, Docker, Linux, Kubernetes,

EDUCATION

Technological University Dublin

BScs (Hons) Computer Science (Infrastructure)

Expected Result: 1.1 (Hons)

Grange Gorman, Dublin

Sep. 2021 – May 2025

References

Available on Request.