Baha Eddine Hzami

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PROFESSIONAL EXPERIENCE

Front-end Engineer
Jan 2022 – Present

Vayu-software
Heidelberg, Germany

- Improvement of the user experience by introducing responsive design with Figma.
- Collaboration with the team to deliver 4 responsive projects to our clients. ensuring application performance.
- Recovery and storage of back-end and database data with redux and "Promises".
- Realisation of private packages and use of public packages to create "drag and drop" applications.
- Mentoring "non-developer" trainees with front-end basics and guiding them in project architecture.
- Tools : Next Js, Typesscript, Css/Scss, Bootstrap 5 , react-hooks, react-dnd, react-flow , Figma.

Front end Developer intern
July 2021 – Dec 2021

Vayu-software
Heidelberg, Germany

- Development and testing of a responsive website adapted to desktop and mobile browsers
- Translation of business objectives into neat interfaces with Figma.
- Placing in the 1st position on Google Search for most selected keywords.
- Improvement of page speed for mobile and desktop versions up to 76% and 96% respectively.
- Tools : Html5, Css, bootstrap, React.js, jest, React-testing-library, gitlab, Google search console, Google Analytics.

Front-end Engineer Freelance
May 2020 – July 2021

Royal Pass
Tunis, Tunisia

- Reinforcement of the corporate identity through functional digital designs on various platforms.
- Design of an interactive prototype that translates the client's requirements using Figma.
- Implementation of different javascript libraries such as Mapbox and chart.Js to visualise pre-collected data. pre-collected data.
- Adoption of agile methodologies to ensure collaboration with the team.
- Tools : Material Ui, React.js, gitlab, Goolgle Maps, Google authentification, Mongodb, Node.js.

Web Developer Intern
Jan 2020 – May 2020

Esprit Incubator
tunis, Tunisia

- Implementation of an MVC model to facilitate maintenance and scalability and satisfy the SOLID principle.
- Integration of the Stripe payment API into the shopping cart module.
- Elaboration of an administration dashboard to control the mobile game.
- Tools : Material Ui, Angular, Typescript, github, Docker, Stripe API, MongoDb, Node Js .

EDUCATION

ESPRIT(Software Engineer)
Ariana, Tunisie

Software Engineer

- Web and Internet technologies
- Mobile Information System

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, SQL (mySql,NoSql), JavaScript,TypeScript HTML/CSS, Scss, Dart
Frameworks: React.js, Next.js ,Angular,Flutter, Android studio , Material-UI, Bootstrap 5
Developer Tools:, Git, Gitlab, Docker, , VS Code, Visual Studio, Unity, net Beans Android Studio, Heroku
Google Tools: Search console , analytic , Google Cloud Platform ,Tag manager
Design Tools: Figma,AdobeXD , Photoshop , Illustrator ,After Effect

LANGUAGES

Arabic: Native, **English**: Fluent, **French**: intermediate