# **ISLEM** BARGAOUI

Software engineering and Information systems STUDENT.



2019 Computer science

Baccalaureate

•

2019 Certified Soft Skills Course

central university

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2023

2019 Software engineering and Information systems

Higher Institute of Information and Communication Technologies



# MY EXPERIENCE

2020

### Freelance -Game Dev

Unity engine, C#.
Blender/Photoshop/
Aseprite for Game asset
designs.

### 2022

# Intern 1 Month MAE Assurances

Web Dev using Next.js/Node express/ MongoDB

# **Languages and Frameworks**

- Python
- C#
- C
- · HTML/CSS
- Java
- JS / JS frameworks

(React/Next/Three)
• SQL / PLSQL

- Angular
- Typescript
- TypescriptDart/Flutter

2019-Present

### Freelance - Web Dev

Full stack development using mostly Next.Js



### **SKILLS**

### **JavaScript Based Skills**

- Proficiency in Next.js for building user interfaces.
- Hands-on experience with Next.js for building server-side rendered web applications.
- Knowledge of creating reusable UI components, integrating and manipulating APIs with Next.js.
- Understanding of React Hooks, Context API, and State Management
- Familiarity with using CSS-in-JS libraries such as Styled Components, Material-UI, tailwind.
- Experience with implementing JWT-based authentication and authorization in Next.js and React

applications.

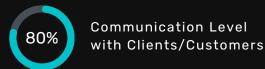
- Ability to integrate Next.js applications with various back-end systems and databases.
- Familiarity with Github for version control and collaboration.
- Good understanding of modern web development concepts such as responsive design, cross-browser compatibility, and accessibility standards.



Highly motivated in learning more and new dev technologies and expanding my current knowledge.

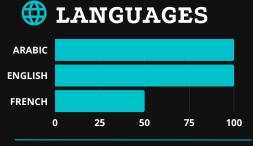








Experience in leading a team from previous part-time jobs





facebook.com/Slash4GamesSs/

github.com/lbargaoui

in linkedin.com/in/islem-brg