Karam Belmoujoud

Software / Data Engineer

✉ karam_belmo@outlook.com

📞 +33 6 99 86 53 76

📍 Biot, France

in Karam Belmoujoud

○ KaramBelmoujoud

🎓 EDUCATION

MSc in Data engineering for AI
2024 – Present | Data ScienceTech Institute, Biot, France

Software Engineering
2019 – 2024 | Ecole Polytechnique d'Agadir, Morocco

🌐 LANGUAGES

French – Professional Proficiency

English — Fluent (EF C2 Certificate)

🏠 ORGANIZATIONS

Webmaster, Rotaract District 9010
(06/2024 – 06/2025, Remote)

🏅 AWARDS

🏆 **1st Place** – Hack&Pitch Hackathon

🏆 **4th Place – FABLATHON Competition**

🎓 CERTIFICATES

AWS Certified Solutions Architect – Associate (In Progress)

Neo4j Certified Professional

Spring MVC, Spring Boot & REST Controllers

React 18 Course 2024 – Advanced Web Development

Pre-Security Learning Path (TryHackMe)

PROFIL SUMMURY:

Passionate and versatile Software & Data Engineer seeking an alternance opportunity to apply my expertise in Full Stack Development, AI-driven solutions, and DevOps. Skilled in developing innovative applications, optimizing workflows, and integrating modern technologies. Eager to contribute to a dynamic team while enhancing my technical and problem-solving abilities in a professional setting.

🧠 PROFESSIONAL EXPERIENCE

Full Stack Developer | Liebert Industries *(Freelance, 11/2024 – 02/2025)*

- Designed and deployed real-time dashboards and IoT solutions for predictive maintenance and monitoring.
- Developed and launched high-performance commercial websites, increasing online engagement and sales.
- Implemented CI/CD pipelines using GitHub Actions, Azure VMs, and Docker for seamless deployments.
- Optimized workflows through containerized microservices, reducing system downtime.
- Collaborated cross-functionally to deliver scalable digital transformation solutions.

Virtual Reality Developer Intern | Capgemini Engineering *(02/2024 – 08/2024, Casablanca, Morocco)*

- Developed a Virtual Reality (VR) application for mechanical designers, enabling immersive 3D modeling.
- Implemented interactive design tools to allow real-time object manipulation within a VR workspace.
- Engineered smooth and responsive C#-based functionalities for intuitive VR interactions.
- Created realistic VR environments using Unity, enhancing user immersion and productivity.

Augmented Reality Developer Intern | DITEX *(07/2023 – 10/2023, France)*

- Built an Augmented Reality (AR) application for machine maintenance, guiding users through troubleshooting with step-by-step animations.
- Developed HoloLens 2 AR solutions for hands-free access to maintenance procedures.
- Designed interactive 3D animations, reducing maintenance errors and operational downtime.

PROJECTS:

Webmaster | Rotaract District 9010

- Developed a custom CRM dashboard to manage club data and dynamically control content.
- Implemented an automated event ticketing system with real-time validation and email notifications.

AI Prediction Model | DSTI

- Engineered an AI-driven predictive model for diabetes outcomes using advanced machine learning techniques.
- Led data preprocessing, feature engineering, and model optimization for enhanced accuracy.
- Built a user-friendly web interface for real-time predictions.

Software Developer | FEECRA, Universiapolis

- Developed a Python-based desktop software for hand gesture control using computer vision.
- Integrated AI models for seamless PowerPoint control through gesture recognition.
- Designed a custom network protocol for real-time data transmission between a laptop and a Raspberry Pi module.

🧠 SKILLS

Full Stack Development: React.js, Next.js, Node.js, Spring Boot, Angular, MongoDB, SQL, API Development, Tailwind CSS, PowerApps, XML.

DevOps & Cloud: AWS, Docker, Ansible, CI/CD (Jenkins, GitHub Actions), Virtual Machines, Integration Testing.

Mobile Development: Flutter, Dart, Node.js.

Programming Languages: Python, JavaScript, C++, C#.