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ABOUT ME

I am a second-year Computer Science Engineering Student at ESPRIT seeking a mobile software engineering internship to gain practical experience in the field and enhance my skills in mobile app development, software engineering, and teamwork.

EDUCATION

- **The Private Higher School of Engineering and Technology (Esprit)**

  Software Engineering degree
  2021 - Present

- **Faculty Of Law, Management and economics sciences(FSJEGJ)**

  Licentiate degree in Business Computing
  2018 - 2021

Relevant Coursework

- Mobile Application Development
- Object-Oriented Programming
- Data Structures and Algorithms
- Software Engineering
- Web Development
- Database Management Systems
- Linux System Administration

SKILLS

- **Programming Languages:**
  Java, Kotlin, JavaScript, C# and Swift.
- **Mobile Development Platforms**: Android Studio, XCode, Flutter and Unity3D.
- **Backend Frameworks**: Express.js (NodeJS), SpringBoot, Symfony and .NET
- **Tools and Technologies:** Figma, Notion, JetBrains IDEs, Git, Trello, Swagger UI, Docker, Apache, Agile Methodologies.
- Knowledge of REST APIs, GraphQL and Database Management Systems
- Ability to work effectively in a team environment.
- Ability to learn and adopt new technologies, programming languages, methodologies.
- Excellent written and verbal communication skills

PROJECTS

- 2023
- Collaborated with a team of 4 members to design and develop a mobile backend as a service platform using **MERN** stack
- Created a dart package and published it to pub.dev

- Developed a mobile application for an e-commerce games store.

- Teamed in pairs to design and develop a mobile application for meals recipes that provides instructions and tips on healthy food.

- Developed a simple mobile application in **Swift** for creating and managing movies' list.

- Made a simple mobile game in **Swift** to put the bull's eye as close as the target.
  - 2022
- Cooperated with a team of 5 members to design and develop a gaming news application.
  (Java, Php, JavaFX, Symfony Framework, CN1)

- 2021
- Created a 2D mobile game using C# programming language and published it in Huawei App gallery.
  (Unity3D, C#)

EXPERIENCE

Tunisie Telecom
Software Development Intern 2022

- Design and develop a web application using Symfony framework and Bootstrap studio.
- Assist in all stages of development from initial design to production using an Agile methodology.
- Deploy the web application locally using XAMPP.