Loïs KOUNINEF

Fullstack Web Developer

I focus on building maintainable, user-centric web applications. I prioritize clear design, thoughtful technical trade-offs, and continuous improvement.
My previous experience in hospitality management strengthened my client communication, problem-solving, and pragmatic decision-making under real-world constraints.

Contact

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Based in Alpes-de-Haute-Provence, France

Portfolio: lois-kouninef.eu
GitHub: github.com/LoisKOUNINEF
LinkedIn: linkedin.com/in/loïs-kouninef

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Driving license (French B Permit)

Technical skills

Frontend :
- Angular
- Vue
- SASS
- HTML

Backend :
- NestJs
- NodeJS / ExpressJs
- Ruby On Rails

Database :
- PostgreSQL
- MySQL
- TypeORM

Tooling & Practices :
- Git
- Jest
- Docker, Docker Swarm
- Linux, Traefik, Bash

Soft Skills

- Self-direction & organization
- Attention to detail
- Collaborative mindset
- Effective communication

Projects

nutin - Lightweight Frontend Toolkit *nutin.org*
TypeScript, NodeJs, Handlebars, SASS

Learning-driven project focused on SPA fundamentals and architectural clarity.
- Designed a minimal SPA toolkit with DOM-based components and explicit rendering logic.
- Implemented a custom router and event bus to manage navigation and application flow.
- Built custom build and testing tooling, reinforcing understanding of the frontend toolchain.

Paris 2024 - Fullstack Web Application *studi-exam-jo.lois-kouninef.eu*
NestJS, Angular, PostgreSQL

End-to-end application covering authentication, payments, and transactional workflows.
- Delivered a complete authentication system with email verification, password reset, and role-based access.
- Implemented a secure purchase flow, including cart persistence, login merge, and Stripe payments.
- Developed ticket generation and delivery, with QR codes and automated emails.
- Designed and queried a PostgreSQL database, combining ORM usage with custom SQL.

PixelsMansion - Retro Games Playground *pixels-mansion.lois-kouninef.eu*
Angular

Exploration of object-oriented design through reusable game architectures.
- Built grid-based retro games on top of shared abstractions.
- Applied object-oriented principles (polymorphism, inheritance) to encapsulate game logic.
- Implemented automatic state and score persistence accross sessions.

Infrastructure & Deployment

- Self-host applications using Docker containerization on an Ubuntu VPS.
- Manage Linux server environment, Traefik reverse proxy with automated SSL certificates renewal.
- Implemented essential security measures.
- Implemented CI / CD pipelines for seamless deployments.

Education

Applications Designer-Builder

French State Certification *RNCP 36490 - Expected Completion : June 2026*

Web Developer

French State Certification *RNCP 34779 - With high honours | 2022*

Experiences

Hospitality Professional | Various Hotels & Catering Companies | 2005 - 2025

- Held multiple roles including room manager, head of row.
- Developed strong team coordination and high-pressure problem-solving skills in multiple environments.