Manal Mehdaoui

Future Software engineer in their third year, Bachelor's degree in computer science.



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Female in linkedin.com/in/manal-mehdaoui-258931250

I am a third-year student majoring in computer science at Al Akhawayn University, passionate about technology and new innovations. I have also had the opportunity to participate in several team projects, which has allowed me to develop skills in teamwork and solving complex problems.

Education

Sep 2020 - Present

Sep 2019 - Jun 2020

Employment

Sep 2022 - Present

Sep 2022 - Jan 2023

Skills

Languages

Professional skills

Academic projects.

Bachelor's degree in computer science with a minor in business administration.

Al Akhawayn University, Ifrane

Obtaining a Bachelor's degree in computer science, with a minor in business administration, at Al Akhawayn University.

French Baccalaureate, of Physics , with honors, in Settat.

Ibn Abbad, Settat

Professor assistant

Grader

Al Akhawayn University, Ifrane

- Correcting exams, quizzes, and assignments.
- Assisting the professor in preparing lessons by distributing materials and setting up equipment.
- Assisting the professor with attendance, grading, and other administrative tasks.

Al Akhawayn University, Ifrane

I worked as a grader for a mathematics professor, checking homework and assigning grades to students. I also helped answer students' questions and graded exams.

Team work, Stress management.

English C1, French B2

- Programming languages: C, C#,Java, Phyton
- Web development: HTML, CSS, Bootstrap, JavaScript, php
- Game development: Unity 3d,2d

Adaptability., Problem-solving.

Arabic: Native language.

- Database: Postgresql, My SQL, Mongodb
- Frameworks: Spring, ReactJs, Express.js

-Web application for pharmacy management in Ifrane.

Technologies: React, Node js, Javascript, Springboot, CSS, HTML, Postgresql

Website for hospital management in Ifrane.

HTML, MySQL, CSS, Axios, Bootstrap, React

-Web application for hotel management

HTML, CSS, Postgresql, Express.js, Postman, Axios

Gaming project: Unity project with different pathfinding algorithms.

I created a character capable of moving in a Unity environment and used DFS, BFS, and A* algorithms to display the shortest path to a given goal. The character can be controlled either automatically or by using the keyboard.