Med Aziz Selmi

Software Engineering Student

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Professional Profile

Software Engineering student with solid foundations from preparatory studies (FST Tunis). Passionate about full-stack development and game development. Strong experience with Java, C#, TypeScript and frameworks such as Spring Boot, .NET and Angular. Currently working as a part-time Game Development Instructor and seeking for a final-year internship (PFE) to apply practical skills in software projects.

Technical Skills

Languages:	Java, C#, TypeScript, JavaScript, SQL, Python
Frameworks:	Spring Boot, .NET Core, Angular, React, Next.js, Node.js (Express), Ionic, Symfony, CodeIgniter
Databases:	PostgreSQL, MySQL, SQL Server, MongoDB
Tools:	Git, Docker, CI/CD (GitHub Actions, AWS CodePipeline), Postman, JetBrains IDEs, Android Studio, AWS (EC2, S3, Lambda, RDS, CloudFront, IAM, CloudFormation, VPC),
Concepts:	REST APIs, WebSockets, Microservices, OOP, SOLID, Basic ML/AI concepts

Professional Experience

- **Game Development Instructor — GoMyCode** *June 2025 – Present*
  - Design and deliver hands-on workshops for children on 2D game development using Unity and C#.
  - Build lesson plans, practical exercises and mini-projects that teach programming concepts, physics, animations and debugging.
  - Mentor students through project work, provide constructive feedback and evaluate final projects.
- **Software Development Intern — DevNet** *July 2025 – August 2025*
  - Contributed to the project Development of GED options for student profiles design and implementation of document-management features for student profiles using **CodeIgniter 3** as a framework.
  - Applied **SOLID** principles to refactor modules and improve code maintainability and testability.
  - Collaborated with the team to implement backlog tasks, perform code reviews and deliver working features within sprint timelines.

Academic Projects

- **Parking Reservation System** (Spring Boot, OpenStreetMap, PostgreSQL)
  - Developed a booking platform with map visualization and reservation logic; integrated payment workflow.
- **Task Management API** (Node.js, React, WebSockets)
  - Implemented real-time collaborative features and JWT-based authentication for secure APIs.
- **Eduquest E-Learning Platform** (.NET, Angular, SQL Server)
  - Built course management and progress tracking with role-based access control.
- **Blue Boy Adventure (2D Game)** (Java)
  - Designed platformer mechanics, optimized rendering for smooth performance and implemented level progression.

Education

- **TEK-UP University, Tunis** *2023 – Present*
  - Bachelor in Software Engineering
- **FST (Faculté des Sciences de Tunis)** *2021 – 2023*
  - Preparatory Course: Mathematics & Physics (MP)
- **Lycée Nouvelle Medina Ben Arous** *2021*
  - Baccalaureate in Mathematics (Honors)

Languages

- Arabic (Native)
- French (Fluent)
- English (Professional)
- German (Basic)

Clubs & Activities

- IEEE Tek-up Club Member
- Gaming Hub Club Member
- Chess Tournament Participant