

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, Postman, JetBrains IDEs, Android Studio
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