



Mehdi Zaidane

FULL-STACK DEVELOPER

Contact Info:

NATIONALITY:

Suomi

DATE OF BIRTH:

05/11/2001

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LINKS:

- [GitHub](#)
- [Portfolio](#)

Languages:

- 1- SPANISH: NATIVE.
- 2- ENGLISH: ADVANCED.
- 3- ARABIC: ADVANCED.
- 4- FINNISH: GOOD.

Skills:

- | | |
|---------------|--------------|
| 1- REACT | 9- SQL |
| 2- JAVASCRIPT | 10- NOSQL |
| 3- HTML & CSS | 11- API REST |
| 4- TYPESCRIPT | |
| 5- NODE.JS | 12- AZURE |
| 6- EXPRESS.JS | 13- GIT |
| 7- JAVA | 14- SCRUM |
| 8- C# | 15- AGILE |

About Me:

I have extensive knowledge of **Front-end** and **Back-end** development. I have also completed **multiple projects** that you will find below. I am able to create **Full-Stack applications** using languages such as **React**, **NodeJS** and **SQL**. With experience in **Git**, **CI/CD** practices and **Scrum** methodologies.

Education:

INFORMATION AND COMMUNICATION TECHNOLOGIES (SOFTWARE DEVELOPER)

Vantaan Ammattiopisto Varia (Vantaa, Suomi)
[2020 - 2023]

Work Experience:

SOFTWARE DEVELOPER

Crementum Oy (Helsinki) - 04/2022 - 09/2022

- **Skills:** Java, InfluxDB, Azure DevOps, Azure Portal, Putty & Grafana.

Projects:

REACT & NODE.JS & MONGODB:

- **Title:** Table Creator.
- **Project brief:** The application allows you to create tables and add rows with data that is stored in the database.

REACT & TYPESCRIPT:

- **Title:** My old portfolio (2022).
- **Project brief:** You can review all my projects and personal information.

C#:

- **Title:** The Wolf Adventure.
- **Project brief:** Game created in a group with Unity/C# in 2021 using the **Scrum** methodology.

JAVA:

- **Title:** RPG Game.
- **Project brief:** My first programming project, created with Java in 2021.