

Rima Nafougui

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CAREER OBJECTIVE

Computer Science student with 2+ years of full-stack development experience specializing in React/Next.js and modern web technologies. Built and deployed 5+ production-ready applications serving real users. Seeking Summer 2026 software development internship to contribute to impactful projects.

TECHNICAL SKILLS

- **Languages:** JavaScript/TypeScript, Python, Java, C#, Swift, Kotlin, PHP, C++, HTML5/CSS3
 - **Frontend:** React, Next.js 14, Vue.js, Tailwind CSS, Framer Motion, SwiftUI
 - **Backend:** Node.js, Express.js, ASP.NET, PHP, RESTful APIs
 - **Databases:** PostgreSQL, MySQL, MongoDB, Supabase, Prisma ORM
 - **DevOps & Cloud:** Vercel, GitHub Actions, AWS, Docker
 - **Tools:** Git, GitHub, VS Code, Visual Studio, Unity, Postman, Linux
 - **Methodologies:** Agile/Scrum, Test-Driven Development (TDD), CI/CD
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EDUCATION

Technique in Web and Applications | Expected May 2026

Cegep Ahuntsic, Montreal, Quebec

- Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Database Systems, Web Development, Operating Systems, Native Mobile Development, Microsoft Development, C# Game Development, Linear Algebra, AWS Cloud Practitioner Essentials
- Available for Internship: March 2026 – August 2026

Bachelor's in Software Engineering | Fall 2026

Concordia University, Montreal, Quebec

- Expected Graduation: June 2030
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PROJECTS

Closet Organizer Web Application | [Github](#) | [Live Demo](#)

Next.js, Supabase (PostgreSQL), NextAuth.js, Tailwind CSS, Vercel | September 2025 – Present

- Engineered a full-stack wardrobe management application with secure user authentication via NextAuth.js supporting Google and GitHub OAuth providers
- Architected normalized PostgreSQL database schema in Supabase with relational tables for users, clothing items, categories, and outfit combinations, implementing Row Level Security (RLS) for data protection

- Implemented real-time CRUD operations using Supabase client library, enabling users to catalog and organize clothing items with advanced filtering by category, color, season, and custom tags
- Designed responsive UI with Tailwind CSS featuring image upload with optimization, drag-and-drop functionality, and search capabilities across all device sizes
- Deployed on Vercel with automatic CI/CD pipeline, achieving 95+ Lighthouse performance score through Next.js App Router and server-side rendering optimization

Fruit Basket Game | [Github](#)

Unity, C#, Unity Test Framework, TextMesh Pro, Rigidbody Physics | December 2025

- Developed an interactive arcade game in Unity (C#) featuring a dynamic spawning system with progressive difficulty scaling and Rigidbody physics for precise collision detection.
- Architected a modular prefab-based system utilizing C# Coroutines for asynchronous event management, ensuring efficient object instantiation and smooth gameplay performance.
- Engineered a comprehensive quality assurance suite using the Unity Test Framework, implementing Unit Tests, Play Mode Tests, and Configuration Tests to ensure code reliability and regression stability.
- Implemented robust Game State Management to handle gameplay loops (Start, Play, Restart) and designed a polished UI with TextMesh Pro for real-time score tracking and visual feedback.

iOS Movie Trivia App | [Github](#)

Swift, UIKit, MVC, REST API

- Developed a native iOS application using the Model-View-Controller (MVC) architectural pattern to ensure clean separation between game logic and the user interface.
- Integrated the OMDB REST API using URLSession to dynamically fetch and parse movie metadata, ensuring unique gameplay content for every session.
- Engineered a fully responsive UI utilizing Auto Layout and UIStackView, implementing adaptive constraints to support distinct layouts for iPhone and iPad devices.
- Implemented complex game logic including input validation, error tracking, and dynamic asset updates to manage win/loss states effectively.

Personal Portfolio Website | [GitHub](#) | [Live Demo](#)

Next.js, React, Tailwind CSS, Framer Motion, TypeScript, Vercel | July 2025 – Present

- Developed a responsive portfolio website using **Next.js 14** with **App Router**, featuring smooth page transitions and animations via **Framer Motion**.
- Implemented a server-side contact form with email functionality using the **Nodemailer API**, including form validation and spam protection.
- Optimized for performance achieving a **Lighthouse score of 94+** through Next.js image optimization, lazy loading, and static site generation.

- Deployed on **Vercel** with an automated **CI/CD pipeline** triggered by GitHub commits, ensuring zero-downtime deployments.

E-commerce Website | [Github](#)

Vue.js, PHP, MySQL, XAMPP, HTML5/CSS3, JavaScript | November 2024 – December 2024

- Developed a full-stack e-commerce platform with product catalog, shopping cart, and checkout functionality using Vue.js frontend and PHP backend with RESTful API architecture
- Designed and implemented normalized MySQL database schema with 8+ tables for products, users, orders, and inventory management, optimizing queries with proper indexing
- Built secure user authentication system with password hashing, session management, and role-based access control for admin and customer interfaces
- Implemented RESTful API endpoints with proper HTTP methods (GET, POST, PUT, DELETE) for CRUD operations, input validation, and error handling

RELEVANT EXPERIENCE

Programming Tutor | May 2025 – Present

College Ahuntsic/Freelance, Laval, Quebec

- Mentor 15+ college and undergraduate students in programming concepts across SQL, Java, Python, JavaScript, Kotlin, and Swift.
- Debug and explain 50+ code problems weekly, teaching best practices in algorithm design, code optimization, and software architecture patterns
- Develop supplementary learning materials including coding challenges, visual diagrams, and video tutorials to reinforce complex concepts like data structures and OOP principles
- Provide guidance on debugging techniques, version control with Git, GitHub Actions CI/CD, and collaborative development workflows including code reviews and pull requests

Math Tutor | August 2024 – May 2025

College Ahuntsic, Laval, Quebec

- Tutored 5 computer science students in linear algebra and discrete mathematics, focusing on applications in computer graphics and algorithm analysis
- Explained mathematical concepts relevant to programming including matrix operations for ray tracing, graph theory for algorithms, and probability for machine learning
- Created Python scripts and visual demonstrations to illustrate mathematical concepts in practical coding scenarios
- Assisted students with problem-solving strategies for computational mathematics and logic-based programming challenges

LEADERSHIP & ACTIVITIES

Women in STEM Program | December 2023 – June 2024

College Ahuntsic/CCMM, Laval, Quebec

- Participated in mentorship program connecting with women professionals in cybersecurity and video game development, gaining insights into agile development practices and industry best practices
 - Attended workshops on emerging technologies, career development, and technical interview preparation
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LANGUAGES

- **English:** Professional Working Proficiency
- **French:** Native
- **Arabic:** Native