

Contact



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https://github.com/MohcineProject

My portfolio

https://mohcineproject.github.io/ Portfolio/

Education

Software Engineering Degree.

IMT-atlantique (ex Telecom Bretagne) | September 2022 - August 2025

Preparatory Class MPSI/MP*

Ibn Tymiya | September 2020 - June 2022

Skill Set

Languages: Java, Python, Elixir, C++, Go.

Front-end: Angular, Bootstrap, React.js,

Backend: Node.js, Django, express.js.

IA: Pytorch, Pandas, Numpy.

Databases: MySQL, MongoDB

Devops: Kubernetes, Docker

<u>Others</u>: Compilation theory, Networking, Competitive programming.

Languages

English(IELTS 7), French(C1), Arabic(natif), spanish(A2).

Zahdi Mohcine

Master's student in Software Engineering and Distributed Systems, seeking an internship starting in April or later.

Professional Experience

Full Stack Engineer Internship:

IMT Atlantique | June 3, 2024 - August 30, 2024

- Worked on the SAVAStudio project for IMT Atlantique teachers.
- Implemented a new, more suitable database schema.
- Optimized the backend API using efficient mongoDB aggregation pipelines.
- Developed an optimized frontend using React and leveraging react hooks.
- Technologies: React.js, Node.js, MongoDB, Docker, Git.

Academic Project Commissioned by a Company

Company SLB | September 1, 2023 - December 24, 2023

- The goal: Optimization of the size and latency of an Al model.
- Developed a process for size reduction and retraining to maintain accuracy.
- Technologies: PyTorch, neural networks, pruning, quantization, Python.
- Result: Reduced model size from 600 KB to 100 KB with an accuracy of over 80%.

University and personal Projects

Distributed E-commerce Order Management System

Elixir Project | September 1, 2025 - December 15, 2025

- Creation of a distributed Order Management System (OMS)
- Improved performance and reliability through memory caching, MapReduce model, and API distribution using "consistent hashing."
- Technologies: Elixir Mix Supervisors GenServers.

Modeling a creature-based ecosystem

C++ Project | September 1, 2025 - December 24, 2025

- Optimized simulation of a creature-based ecosystem with different types.
- Management of the complete software lifecycle, from design to testing.
- Technologies: C++ Object oriented programming- design patterns UML.

Web application for quizzes

Personnal projet | May 5, 2024 - June 1, 2024

- Developed a web application to manage quizzes for a school club (International Students Office).
- Technologies: Angular, SCSS, Django REST framework, Django, MySQL.

Trains Simulation with Concurrency.

Java Project | January 19, 2024 - February 4, 2024

- Implemented a railway simulation with trains and stations.
- Used automata to model the concurrent processes of the software.
- Technologies: Prolog, Java, threads, locks, synchronization.