Ahmed GHARBI

Software Engineering Student

As a 2nd-year student in Computer Engineering, specializing in Software Engineering, and working as a front-end developer, I aim to further refine my skills in front-end web development. Moreover, I have a strong desire to explore the hidden domain of back-end development, in order to gain a comprehensive understanding of web development as a whole.



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TECHNICAL SKILLS

Programming, Markup and Style Languages C, C++, Java, Python, HTML, CSS, JavaScript and SQL

Libraries and Frameworks React.js, JavaFX, PyGame,

EDUCATION

Baccalauréat Sciences Techniques

Lycée Said BouBaker Moknine

09/2019 - 05/2020

Mathematiques, Sciences Techniques, Informatique

Passed with honors

Cycle Préparatoire Integré MPI Institut Sup. Sciences App. et Tech. Sousse

09/2020 - 05/2022

Mathematiques, Physique, Informatique

Algorithms, Computer Science Concepts

AWARDS

MOSTRATEC Brazil (2018)

I represented Tunisia in one of the biggest Science Fairs in South America, where I won the Third Place award for my project, ShineBraille

IFEST Tunisia (2017)

I Participated in the international Science fair in Tunisia for the first time, where I was awarded the First Award

IFEST Tunsia (2019)

For the second time I participated in Tunisia's biggest Science fair and won the first Award and the special Award for best presentation

LANGUAGES

Arabic

Native or Bilingual Proficiency

French

Professional Working Proficiency

English

Full Professional Proficiency

PERSONAL PROJECTS

Pizzario: Restaurant Point-Of-Sale System [JAVA-SQL]

- A POS system for restaurants that connect clients with chef without waiters intervention, using JAVAFX, java sockets and SQL database with MySQL
- the system that i created helps the client choose food using a GUI, generate receipts and store orders, it sends the orders to the chef's side on internal network and shows the orders details on chef's screen

DevGate: Educational Platform [HTML-CSS]

• A platform that helps people willing to learn Computer Science concepts, programming languages using plain HTML and CSS

TechNova: E-Shop [REACT.JS]

• The front-end side of an e-commerce website that presents products, profiles and client's carts, a simple way to demonstrate the power of React.js for making fast, reliable and scalable serverside applications

To Do WebApp [REACT.JS]

• A simple To do web App to help organize ideas

ShineBraille: The ultimate Braille Printer [Python-C++]

- A fast, smart and cheap Braille Printer for visually impaired people that helps them print documents all alone without the help of anyone using vocal commands
- I used google cloud service for the voice recognition and the textto-speech feature, along with Python3.0 for the voice recognition and GUI and a C++ variant for the Arduino manipulation board
- I modeled and 3D printed 40% of the parts using SolidWorks and Catia for modeling, and Cura software for slicing and printing

Connect 4 Game [Python]

• A simple multiplayer board game using Python3.0 and PyGame

Line Follower Robot [C++]

• An Arduino-board based robot using C++ programming language and electronics

SKILLS

Problem Solving Teamwork

Taking Initiative

Adaptability Fast Learning