



## Souhail Smiri

### CONTACT

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### LANGUAGES

**Arabic** Mother Tongue

**English** C1

**French** B2

**Italian** A1

### SOFT SKILLS

Time management

Communication

Adaptability

Teamwork

Problem Solving

### DIGITAL SKILLS

C/C#/C++ Java Python

HTML CSS JavaScript

React JS Tailwind NextJs

MongoDB Express NodeJs

Arduino Raspberry Pi ESP32

Flutter

MYSQL

IOT Node-Red Kubernetes

### SOFTWARES

Unity

Unreal Engine

Adobe Photoshop Illustrator

Microsoft Office

Android Studio (Java, Kotlin)

### ABOUT ME

I am an enthusiastic Embedded Systems student currently studying at ISAMM in quest for new opportunities to show my dedication towards programming, IOT, game development and cybersecurity I am eager to work in a collaborative environment and hone my soft skills.

### WORK EXPERIENCE

**01/02/2024 – 31/05/2024** Manouba, Tunisia

#### Embedded Systems Intern Quebec center

- Designed and developed a Raspberry Pi Cluster, making use of Kubernetes for container orchestration.
- Implemented networking and load balancing solutions.

**01/06/2023 – 01/09/2023** Montplaisir, Tunisia

#### Full-stack Developer Intern Nexters solutions

- Assisted in the development of a Customer Relationship Management (CRM) system, encompassing both front-end and back-end components, using the MERN stack.
- Implemented RESTful APIs, enhancing the system's ability to retrieve and manipulate customer information.

### EDUCATION AND TRAINING

**2021 – CURRENT** Manouba, Tunisia

#### Bachelor's degree in Embedded Systems ISAMM

Higher Institute of Arts and Multimedia Manouba

**2017 – 2021** Manouba, Tunisia

#### Baccalauréat degree in Computer Science Lycée IBN ABI DHIAF Manouba

### PROJECTS

#### MyWeather

Created "MyWeather," an Android weather app with a sleek design and open-sourced it on GitHub for community collaboration.

Link <https://github.com/NotGAspegic/MyWeather>

#### Educateck

Collaborated on "Educateck," an IoT-based smart high school system with environmental monitoring and a parking management solution, integrating Firebase for secure data sharing.

#### Deadly Stuff

Designed and developed "Deadly Stuff," a 2D pixel art hack and slash game in Unity, demonstrating proficiency in game development, C# programming, and engaging game mechanics.

Link <https://not-aspegic.itch.io/deadly-stuff>

#### Raspberry Pi Cluster

Designing and developing a Raspberry Pi Cluster, Making use of Kubernetes for container orchestration.