

# SAMOUDI OUSSAMA

4TH YEAR – SOFTWARE ENGINEERING STUDENT

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## EDUCATION

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### ENSA Oujda

Oujda (2018 – Present)

- Software Engineering
- Full Stack JavaScript & Computer Science Developer

### Preparatory Classes (CPGE)

Oujda (2016 – 2018)

- Maths Physics (MP)
- Graduated, June 2018

## ABOUT ME

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**Technical Skills** C/C++, Java, Python, JavaScript, C#, Unix/Linux, MySQL, Flutter, L<sup>A</sup>T<sub>E</sub>X

**Languages** Fluent in French; Conversational Proficiency in English

**Art Technology** Adobe Photoshop, Illustrator

**Interests** Digital Art, Design, Machine Learning, Chess

## WORK EXPERIENCE

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### Enactus Club, ENSA Oujda

Project Owner, Designer

ENSA Oujda (2018 – present)

- Worked on various social projects, like providing online resources for all highschool students to maintain sustainable support for them.
- Managed all the club designs for the social media pages and events.

### Technologica

Software Developer, Intern

Oujda (July 2019 – August 2019)

- Helped the company in their website developement
- Fixed bugs and improved Website Security & Protection

## COMPETITIONS AND PERSONAL PROJECTS

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### ChatBot API

(2020)

- Wrote a chatbot for a discord server
- Built an API in Python for this Bot that uses Chatterbot engine to return intelligent responses to the input, and learns as it goes.

### Pathfinder Application

(November 2019)

- Built a Vanilla JavaScript Application for visualizing pathfinding and maze generation algorithms.
- Implemented most of Pathfinding algorithms such as Dijkstra and A\*.

### AI Flappy Bird

(2019)

- Built an artificial intelligence that plays a Game (Flappy Bird) using Python.
- Implemented NEAT-Python library to create an artificial Neural Networks.

### Personal Portfolio

(2018 - 2019)

- Built a Website ( Portfolio ) that digitalize my peronal resume, and that shows my works during my Software Engineering Education.
- Created the website using different programming languages such as HTML5, CSS3, JavaScript and Bootstrap tools.

### Moroccan Collegiate Programming Contest

(2019)

- Programming & Problem Solving Contest Award (2nd Place) for ENSA Oujda Students.
- Implemented some algorithms such as Bubble Sort and Recursive Insertion Sort.

### IHM Project

(2018)

- Built a graphic application using Java ( Swing ), the game is based on the famous game : who wants to be a millionaire.