

SAMOUDI OUSSAMA

4TH YEAR – SOFTWARE ENGINEERING STUDENT

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EDUCATION

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

Technical Skills ReactJS, HTML5/CSS3, Bootstrap, Flutter, Python, Java/JEE, C#, NodeJs, MySQL

Languages B2 in French, Conversational Proficiency in English

Art Technology Adobe Photoshop, Illustrator, Adobe XD, Figma

Interests Digital Art, Design, Machine Learning, Chess

WORK EXPERIENCE

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 using Adobe Illustrator.

Technologica

Software Developer, Intern

Oujda (July 2019 – August 2019)

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

COMPETITIONS AND PERSONAL PROJECTS

Patrimony Management

(2020)

- Built a platform for asset management for the Regional Department of Equipment.
- Designed a REST API with Spring Boot.

UI Design & Website Development — eduplus.ma

(2019 - Present)

- Designed and Developed a website for our Enactus Project.
- Added some features to the website like Covid-19 Data and a LiveChat plugin to create a better UX.

Personal Portfolio — oussamasmd.netlify.com

(2018 - 2019)

- Built a Website (Portfolio) that digitize 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.

Pathfinder Application — pathfinder.io

(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 — Source Code

(2019)

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

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.