Oussema Chercheri

+216 22011057

☑ oussema.chercheri01@gmail.com

Ariana

in https://www.linkedin.com/in/chercheri-oussema-807213218/

https://github.com/OussemaChercheri

Summary _

Motivated software engineer student eager to improve technical skills, adapt quickly to new technologies, and continuously enhance expertise.

Skills _____

FrontEnd (React / Angular) .BackEnd (Java / Spring Boot / Node.js / Express / .NET)

Database: (MySQL / Mongodb / postgreSQL) .Methodology: (Scrum) .Tools: (Swagger / Docker / Github)

Education _____

University of Tekup(2022-2025(expected), Computer engineering diploma
University of Tekup(2019-2022, Integrated preparatory cycle for engineering studies

Experience _____

Summer Internship at Tunav, .NET, Angular, Swagger

June 2024 to August 2024

Tunav is a technology company specializing in automotive solutions, focusing on vehicle statistics and performance tracking.

- Created REST APIs with .NET Web API.
- Developed a user dashboard for tracking recent vehicles using Angular.
- Collaborated with cross-functional teams to integrate backend services with frontend components.
- Documented and tested APIs using Swagger for clear and efficient API design.

Academic project _____

Touristic Services Projec, Node.js, Express, Angular, Mongodb

Jan 2024 to Mai 2024

- Developed authentication and authorization using JWT and middleware.
- · Built the statistics system.
- Created the frontend using Angular, developing an admin dashboard UI from scratch and getting familiar with Angular services and components.

E-learning Project, Spring Boot, Angular, MySQL

sept 2023 to jan. 2024

- Assisted in developing RESTful APIs using Spring Boot.
- · Created an API using Spring Security.
- Familiarized with MySQL relationships between classes.
- Conducted code reviews and provided feedback.

Personal Project _____

blockchain Game(Spectra), GDScript, GODOT, solidity

Mars 2024 to Juin 2024

- Created an open-world game "Spectra" enabling gamers to buy and sell assets using smart contracts.
- Learned the fundamentals of blockchain technology.
- Developed a simple smart contract for transactions using Solidity.
- Designed the UI of the game using Godot.
- Implemented game logic using GDScript, a scripting language similar to Python.

Social Work _____

IEEE: Institute of Electrical and Electronics Engineers

- Team leader (Sept 2023 Jan 2024)
- Member (Jan 2023 Mai 2023)

Language _____

Arabic English French