Oussema CHERCHERI Software Engineering Student

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Summary

Motivated software engineering student seeking a final-year internship in software development to apply and enhance my skills in web development.

Skills

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

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

Education

University of Tekup(2019-2025(expected), Computer engineering diploma
High school degree in Computer Science(2018), baccalaureate in Computer Science

Experience

Summer Internship at🔗 Tunav, .NET, Angular, Swagger   June 2024 to August 2024

- Automate the diagnosis of customer complaints by quickly identifying the problematic platform or element.
- Improve the responsiveness of technical teams by providing them with centralized and reliable information to address malfunctions.
- Enhance customer satisfaction through faster and more efficient complaint management.
- Documented and tested APIs using Swagger for clear and efficient API design.

Academic project

Touristic Services Project, Node.js, Express, Angular, Mongodb   Jan 2024 to Mai 2024

- Implemented secure authentication and authorization with JWT and middleware.
- Developed a comprehensive statistics system to analyze user data.
- Designed and implemented the admin dashboard UI with Angular, utilizing services and components to enhance user experience and admin functionality.

E-learning Project, Spring Boot, Angular, MySQL   sept 2023 to jan. 2024

- Collaborated in creating RESTful APIs, focusing on secure access with Spring Security.
- Created an API using Spring Security.
- Developed relational database structures in MySQL to map complex relationships, en- suring efficient data retrieval and management.

Personal Project

blockchain Game(Spectra), Cshap, Unity, solidity, React   Sep 2024 to Dec 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 Unity.

Language

Arabic, **English**, **French**