Oussema Chercheri

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Summary

Motivated software engineering student eager to improve technical skills and adapt quickly to new technologies. Seeking internship or entry-level positions in software development to apply and enhance my skills in backend development and cloud deployment.

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