DLS GAMING - DLS GAMING - DLS

PFE BOOK Edition 2024

ABOUT DLS GAMING

DLS GAMING is a Tunisian startup specialized in the organization and management of esport and online gaming tournaments. Our vision is to create a dynamic ecosystem where gamers of all levels can thrive, connect and achieve their goals in the ARENE.

OUR VALUES

Commitment
Diversity
Innovation
Ambition
Solidarity

for better future

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WE'RE JUST WAITING FOR YOU!

Would you like to join a young, dynamic startup for your final year project? You're curious and passionate about e-sports and video games, you're good at analyzing and adapting, and you don't give up in the face of adversity. The Arena is waiting for you, and you're just a few clicks away from achieving your goal!

How do I apply?

All you need to do is follow these simple steps:

STEP 1:

▶ Choose a maximum of (2) subjects from the list.

STEP 2:

▶ Send an e-mail to **contact@dlsgaming.com**

▶ Include in the subject line your (Curriculum vitae + subject numbers)

Please note that

Application deadline is
July 14, 2024

#JOINUS

for better future

SUBJECT 1

Website Backend for Password, Notes, and Document
Management with Team Collaboration

DESCRIPTION

The internship project involves developing a robust backend system using Spring Boot for managing passwords, notes, and documents within a collaborative environment. The system will allow users to securely store and share sensitive information among team members based on defined roles and access levels set by the administrator.

TECHNOLOGIES

- Spring Boot
- Spring Security
- Spring Data
- MySQL/PostgreSQL
- RESTful AP
- JSON Web Tokens (JWT)
- Git

REQUIREMENTS

- Team Collaboration

SUBJECT 2

Frontend Development for Password, Notes, and

Document Management System

DESCRIPTION

This internship project involves developing a user-friendly frontend application using Angular technology to interface with the backend system created in Subject 1. The frontend will provide a seamless and intuitive interface for managing passwords, notes, and documents, while facilitating collaboration among team members based on defined roles and access levels.

TECHNOLOGIES

- Angular
- TypeScript
- HTML/CSS
- RxJS
- Bootstrap or Material Design
- RESTful API

REQUIREMENTS

- User Experience (UX) Design
- Team Collaboration

DESCRIPTION

This internship project involves configuring and implementing a monetization module within the WSO2 API Manager framework. The goal is to enable API providers to monetize their APIs by managing access to endpoints, securing them with keys where necessary, and integrating with billing systems for monetization purposes.

TECHNOLOGIES

- WSO2 API Manager
- Java
- OAuth and API Keys
- WSO2 Identity Server
- Billing Integration
- System Administration

REQUIREMENTS

- System Administration
- Language: Fluent in English
- Team Collaboration

SUBJECT 4

Dashboard Development for Support Management using
Spring Boot and Angular

DESCRIPTION

This internship project involves designing and developing a comprehensive dashboard for managing support operations. The dashboard will integrate backend functionalities built with Spring Boot and frontend interfaces developed using Angular. It aims to provide a centralized platform for monitoring and managing support activities efficiently

TECHNOLOGIES

- Spring Boot
- Angular
- Java
- TypeScript
- RESTful API
- MySQL/PostgreSQL
- HTML/CSS
- Bootstrap or Material Design

REQUIREMENTS

- Frontend Development
- Database Management
- RESTful Services

SUBJECT 5

Internship in Angular and Spring Boot for Creating a
Gaming and Hardware News Module

DESCRIPTION

This internship project focuses on developing a module dedicated to news and updates related to gaming and hardware. The aim is to create a robust and userfriendly platform using Angular for the frontend and Spring Boot for the backend. This platform will allow users to access and stay updated with the latest news, releases, and developments in the gaming and hardware industries.

TECHNOLOGIES

- Angular
- TypeScript
- HTML/CSS
- Spring Boot
- Java
- MySQL/PostgreSQL
- RESTful API
- Bootstrap or Angular Material

REQUIREMENTS

- Backend Development
- Database Management
- Version Control
- Interest in Gaming and Hardware

DESCRIPTION

This internship project focuses on building a system to detect and manage client requests, including IP, browser, OS, and country detection. It involves implementing measures such as rate limiting to prevent Denial of Service (DoS) attacks, using cookies for language preference, and providing a dashboard for real-time monitoring of user connections, geographical distribution, and banned IPs

TECHNOLOGIES

- Nginx
- Angular
- Spring Boot or Node.js
- Redis or MongoDB
- RESTful API
- Bootstrap or Angular Material

REQUIREMENTS

- System Security
- Database Management
- Dashboard Development
- Team Collaboration

SUBJECT 7

Design and Development of a Simple Enterprise Portal
using Angular

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DESCRIPTION

This internship project involves the design and development of a simple enterprise portal using Angular. The portal will serve as a centralized platform for employees to access key resources, information, and tools necessary for their daily tasks. The goal is to create a responsive and user-friendly interface that enhances communication and productivity within the organization.

TECHNOLOGIES

- Angular
- TypeScript
- HTML/CSS
- Bootstrap or Angular Material
- RESTful API
- Git

REQUIREMENTS

- Frontend Development
- UI/UX Design
- Version Control
- Team Collaboration

DESCRIPTION

This project involves implementing an AI-driven recommendation system for streamers and viewers on the gaming platform. The AI will analyze user behavior, preferences, and interaction patterns to suggest personalized content, such as streams, tournaments, and gaming events. This will enhance user engagement, retention, and overall satisfaction with the platform.

TECHNOLOGIES

- Machine Learning (ML) Frameworks
- Collaborative Filtering and Content-Based Filtering
- Data Analysis Tools
- Backend Development
- Frontend Development
- Database

REQUIREMENTS

- Backend Integration
- Frontend Development
- Data Management
- Team Collaboration

SUBJECT 9

AI-Powered Tournament Optimization and Management Tool

DESCRIPTION

This project involves developing an AI-powered tool to help tournament organizers optimize and manage gaming events. The tool will analyze data on highly enrolled players, the best-performing games, and previous tournaments to suggest names, prizes, platforms, and optimal timings for future tournaments. It aims to enhance the overall management and success of gaming events by providing actionable insights and recommendations

TECHNOLOGIES

- Machine Learning (ML) Frameworks
- Data Analysis Tools
- Natural Language Processing (NLP)
- Backend Development
- Frontend Development
- Database

REQUIREMENTS

- Backend Integration
- Frontend Development
- Data Management
- Team Collaboration

SUBJECT 10

Player and Team Statistics Tracking System

DESCRIPTION

This project focuses on developing a system to track and display detailed player and team statistics. The system will collect data from tournaments and individual matches to provide insights into player performance, team dynamics, and overall trends. It aims to enhance the analytical capabilities of the platform, helping players and teams improve their strategies. Additionally, the system will determine player ranks and levels for each game, and provide a complete profile containing the details of their gaming history.

TECHNOLOGIES

- Angular
- Spring Boot
- MySQL/PostgreSQL
- RESTful API
- Data Visualization Libraries

REQUIREMENTS

- Data Analysis
- Frontend Development
- Data Management
- Database Management

PLAN YOUR FUTURE

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