Computer Science Engineer

Mr. Ramy RAIS

23 years old

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EDUCATION

Engineering student in computer science | 2012 - 2015

National School of Computer Science (ENSI) | Manouba, Tunisia

Specialization in Intelligent and decision systems.

Pre-Engineering Degree | 2010 - 2012

Preparatory Institute for Engineering Studies of Tunis (IPEIT) | Tunis, Tunisia

Specialization in Mathematic and Physic

Baccalaureate Diploma (with honors) | 2010

High School Rue de Russie | Tunis, Tunisia

PROFESSIONAL EXPERIENCES

SPIS | FREELANCE, SOFTWARE DEVELOPER

October 2015 (1 months) | Tunis, Tunisia

I participated the development of "Kelkado" which is a mobile application for sharing a gift wish list between friends. I implemented the frontend consuming an internal API.

Technologies: AngularJS, Ionic, Cordova

Gfnork UG | INTERN, SOFTWARE DEVELOPER

April 2015 – September 2015 (6 months) | Darmstadt, Germany

Participate in both frontend and backend development of "<u>RoadAtlas</u>" which is a smart road trip planning application. The application generate a route according to the user's preferences based on a smart algorithm.

Technologies: AngularJS, NodeJS, Ionic, Cordova, MongoDB

DEV-II | INTERN, WEB DEVELOPER

June 2014 - July 2014 (2 months) | Tunis, Tunisia

Develop some component of a learning management system like users and courses management also design and implementation of a quiz system.

Technologies: PHP (symfony2), SQL, MySQL, JavaScript (JQuery)

ACADEMIC PROJECTS

Expert system to qualify road's state

February - June 2014 (5 months)

Design rules that deduct useful information about road's state using raw data collected from accelerometers (installed in vehicle). Implement this rules in a knowledge database and use of an inference engine to create the expert system.

Technologies: Java, Drools, SQL, MySQL

Email client

July - September 2014 (3 months)

Design and implementation of a desktop application that allow to connect to multiple e-mails accounts simultaneously. It support SMTP, IMAP and POP3 protocols also SMTP to send e-mails and it provides several features such as e-mail management and filtering.

Technologies: Java, Swing, Java Mail (API)

SpaceShip Game

December 2014 (1 months)

Design and implementation of the game SpaceShip. (Source Code)

Technologies: Python, SimpleGui, CodeSkulptor

SKILLS

PROGRAMMING LANGUAGES

Java • Python • C • R • SQL

WER

PHP (symfony2) • JavaScript

(AngularJS, NodeJS) • HTML5 • CSS3

DATABASE

MySQL • MongoDB

OPERATING SYSTEMS

Ubuntu

Windows 7

OTHER

Git (GitHub, GitLab) • Eclipse • UML Machine Learning • Data Mining

LANGUAGES

English - Working proficiency French - Working proficiency Arabic - Native

CERTIFICATS

R Programming, Coursera
Python Programming, Coursera
Machine Learning, Coursera (github)

SOCIAL ACTIVITIES

Treasurer, ENSI Software Security Club Member IEEE

INTERESTS/HOBBIES

Football

Reading

Video game development