

# RIADH ADRANI

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## OBJECTIVE

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Software Engineer with 2+ years of experience in full-stack development and open source, seeking full-time roles, open to learn new technologies and concepts.

## EDUCATION

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**Bachelor of Industrial Computing** - Embedded systems, ISTIC Borj Cédria

2017 - 2020

## SKILLS

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<b>Programming Languages</b>	Javascript, Typescript, Dart, Go, Rust
<b>Environment and Runtimes</b>	Node.js, Deno
<b>Front End</b>	React, Vue, Svelte, Angular, Electron, Flutter
<b>Back End</b>	Express, Fastify, Hono, PostgreSQL, MongoDB, Redis, Neo4j
<b>DevOps</b>	Docker, Kubernetes, Linux
<b>Other tools</b>	Prisma, Vite, Vitest, Jest, Playwright

## EXPERIENCE

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**Software Developer**  
CIHUB

Jul 2024 - now  
*Remote, Tunisia*

- Implement multiple backend integrations consuming various APIs.
- Code base maintenance.

**Software Developer**  
HSTECH

Oct 2022 - Apr 2024  
*Remote, Tunisia*

- Designed and implemented modules and components of the low-code platform called UCOD.
- Developed a code generation algorithm transforming graphs into executable code within the deno runtime.

**Web designer**  
TriWeb

May 2021 - Dev 2021  
*Tunis, Tunisia*

- Designed turn-key websites using Adobe Illustrator and Photoshop.
- Implemented websites using an internal CMS, HTML, CSS and JavaScript.

## PROJECTS

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**Ruvy** — Built a front end framework inspired by React, implemented "rendering and diffing", "Routing" and "global state manager". ([GitHub](#))

**Slick Svelte Portfolio** — Built an open-source template that attracted the attention of a respectable amount of people using "svelte" and "sveltekit". ([GitHub](#))

## EXTRA NOTES

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- **On the move** — I am trying always to be on top of my game by staying up to date with the latest technological trends in my domain, trying new skills and creating mini-projects.
- **Open source** — I enjoy creating tools, I have numerous small libraries that can be checked ([NPM](#)).
- **Pixel Engineer** — I am quite decent using Design tools like Photoshop, and fiddling with CSS.