

Aissa Benfodda

Software Developer

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[Web Portfolio](#) | [Linkedin](#) | [Github](#)

Professional Summary

Software Developer with 4+ years' experience in TypeScript, Node.js, and C++. Expert in building data pipelines, WebRTC systems, and Azure infrastructure while optimizing legacy full-stack architectures.

Work Experience

Software Developer – *Oasis Path*

Sep 2025 – Present

- **Data Aggregation System:** Architected and developed a custom web-based platform for the automated collection and centralization of corporate data from multiple public sources.
- **Automated Web Scraping:** Engineered robust scraping engines to extract and normalize company information, ensuring high data accuracy and efficient processing pipelines.
- **Workflow Optimization:** Reduced manual research time by 80% by automating the data collection pipeline, significantly increasing the volume and speed of company outreach.

Software Developer – *Visions of Independence*

Dec 2022 – Aug 2025 (Full-time)

- **Real-Time Communications:** Engineered a custom screen-sharing system using **WebRTC**, specifically optimized for low-bandwidth client support sessions.
- **Cloud Infrastructure:** Managed the deployment, scaling, and hardening of internal services on **Azure**, utilizing NGINX and custom firewall configurations.
- **Architecture & Design:** Led the architectural transition of legacy support tools into a modern, centralized system, improving internal team response times.

SaaS Developer – *MyFloraboard*

May 2022 – Dec 2022 (Full-time), Dec 2022 – Jul 2023 (Part-time)

- **End-to-End SaaS Launch:** Led the full-cycle development and deployment of a botanical project management platform, transitioning from initial build to long-term feature evolution and maintenance.
- **AI-Driven Data Pipeline:** Engineered a data processing pipeline to clean and normalize large plant datasets, utilizing the **OpenAI API** for automated metadata enrichment.
- **Full-Stack Ownership:** Architected the entire technical stack, including frontend, backend, and infrastructure (Azure/NGINX), while implementing custom PDF export engines.

Full Stack Web Developer – *Pillar Science*

Jan 2022 – Apr 2022 (Full-time)

- **Legacy Modernization:** Refactored complex legacy modules to improve code maintainability and system performance, reducing technical debt within a scientific data management platform.
- **Feature Engineering:** Developed and integrated new core features, working across the full stack to meet the rigorous data handling requirements of scientific researchers.
- **System Stability:** Architected and implemented automated test suites to ensure high reliability and prevent regressions during rapid feature delivery.
- **Agile Collaboration:** Contributed to a high-velocity team environment through active participation in sprint planning, architectural reviews, and peer code quality assessments.

Freelance Software Developer

Mar 2020 – Jun 2020

- **Medical Tutoring Platform:** Developed a custom video-sharing system with hierarchical organization and interactive UI. Engineered a relational commenting system to facilitate structured academic discussions.
- **Study Tutoring Application:** Built a full-stack platform from scratch, including database architecture and Figma design. Integrated real-time collaboration tools for student-tutor engagement.

Projects & Independent Study

Independent Game Developer – *Dragon Ball Z Online RPG (2D)*

Jan 2016 – Nov 2017

Crafted a real-time 2D Dragon Ball RPG by customizing a multiplayer engine with socket-based state synchronization, complex combat physics, and transformation logic for a dedicated alpha-tester community.

Technical Mentor & Tutor

Sep 2019 – Aug 2024 (Occasional)

Simplified complex CS concepts for diverse audiences while guiding peers through debugging, code reviews, and architectural troubleshooting to foster clean code practices and optimized logic across projects.

Education

Cégep Bois-de-Boulogne – Software Engineering Technology (DEC)

Sept 2019 – Aug 2021

Completed three terms of programming and database coursework before pivoting to remote, hands-on engineering projects in 2021, prioritizing industrial experience and professional full-stack software development.

Skills

Programming Languages: TypeScript, JavaScript (ES6+), **C++**, Java, PHP.

Runtimes & Frameworks: **Node.js**, Express, NestJS, Next.js, React, Vue.js, Svelte, tRPC.

Cloud & Infrastructure: **Azure**, AWS, Cloudflare (DNS/Workers), **Caddy**, NGINX, Docker, PM2.

Databases & ORM: PostgreSQL, MongoDB, **Drizzle ORM**, Prisma/TypeORM, Data Normalization.

Enterprise Integrations: **Microsoft Power Automate**, SharePoint API, Microsoft Graph API.

Real-Time & Protocols: **WebRTC**, WebSockets, HTTP/HTTPS, REST.

Development Environment: **WSL (Windows Subsystem for Linux)**, Linux/Unix, Git, GitHub, Postman, CI/CD.

Frontend & Graphics: Tailwind CSS, shadcn/ui, **Three.js**, Framer Motion, Figma.

Languages: **English** (Fluent), **French** (Fluent).