WALID SABBIDINE

FullStack Software Engineer

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in walid-sabbidine-aa220322a   ⬡ SABBIDO7

Summary: Fullstack Software Engineer with experience across **Web, Mobile and AI development**. Skilled in Python, .Net, React, FastAPI and Flutter development, with a strong background in building scalable applications, cloud integration, and CI/CD pipelines. Experienced in working in international teams and delivering end-to-end solutions.

EXPERIENCE

Fullstack AI Engineer – Intern (Web, LLM)
iBanFirst

📅 Apr 2025 – Sep 2025   ◉ France, Paris

- Automated audit letter process (30 min → 1 min).
- Automated Bank statment, RFI and SAR reports.
- Built Python modules for Word/Excel reports.
- Integrated LLMLite + Snowflake for audit response population.
- Streamlit front-end.

Tech stack: Python, Streamlit, Snowflake, PyTest, LLMLite (Azure Openai), JiraApi, docxtpl, OpenPyXL, CI/CD, Docker

Fullstack Software Engineer – Full-time (Web, Mobile)
Paradox Software Solutions

📅 Sep 2023 – Sep 2024   ◉ Beirut, Lebanon

- Sales Management Web App.
- Invoicing, employee tracking, performance optimization.
- Mobile Mini POS migration.

Tech stack: React.js,Tailwind CSS, Flutter, FastAPI (Python), MySQL

Fullstack Engineer – Freelance (Web)
Cema

📅 Sep 2024 – Mar 2025   ◉ Remote

- Built e-commerce website.

Tech stack: React.js, .Net 8, CI/CD, Docker

Web Developer – Contract (Web)
CodePickles, LLC

📅 Jul 2023 – Oct 2023   ◉ France

- Built web app with REST API integration.

Tech stack: JavaScript, .NET, SQL Server, HTML/CSS, JQuery

Flutter Mobile Developer – Intern (Mobile)
Paradox Software Solutions

📅 May 2022 – Sep 2022   ◉ Beirut, Lebanon

- Restaurant QR menu/order system with POS integration.

Tech stack: Flutter, FastApi (Python)

SKILLS

Programming Languages
`Python` `JavaScript` `Dart` `C#`
`C++` `Java` `PHP` `HTML/CSS`
`SQL/NoSQL`

Frameworks & Libraries
`React.js` `Streamlit` `.NET Core`
`FastAPI` `Laravel` `Flutter`
`TensorFlow` `OpenCV` `FastApi`
`RPi.GPIO` `LLMLite` `Tailwind CSS`

Systems & Tools
`Docker` `CI/CD` `Git` `Linux` `Azure`
`Swagger` `Unreal Engine` `Raspberry Pi`
`Snowflake` `Grafana` `Firebase`
`MQTT` `Whisper/GPT`

EDUCATION

M2 Degree in Computer Science – Software Engineering
Artois University

📅 2024 – 2025   ◉ Lens, France

Engineering Degree in Software Engineering
Antonine University

📅 2019 – 2024   ◉ Baabda, Lebanon

LANGUAGES

French – Fluent
English – Fluent
Arabic – Native

CERTIFICATIONS

`CISCO` `DELF B2 — 2023`
`TOEIC: 775/990 – 2025`

PROJECTS

AI Browser Agent Extension
Python + Entropic API + Browser Automation

📅 Oct 2025

- Developed an AI-powered browser automation agent capable of performing web tasks based on natural language commands.
- Integrated Entropic API for reasoning, task planning, and adaptive agentic behavior.
- Implemented context memory and execution tracing to handle multi-step actions (e.g., searching, filtering, data extraction).
- Designed modular architecture for task orchestration and secure API interaction using async Python.
- Demonstrated real-world automation examples such as email parsing and data-driven web navigation.

Tech stack: Python, Entropic API, JavaScript, Chrome API
Demo: *Video Link*

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URL Shortener
Python + FastAPI + React/MUI

📅 2025

- Full-stack web application providing URL shortening, link management, and usage tracking.
- Features include link creation, editing (expiration, naming, max usage), deletion, and redirection.
- Implemented usage statistics, error handling, notifications, and responsive UI.
- Additional utilities: copy short link to clipboard, quick access via short codes.

Tech stack: Python, FastAPI, React, MUI, Pytest
Demo: *Video Link*

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Restaurant Website
.NET + Google Maps API

📅 Oct 2022 – Jan 2023

- Multi-site restaurant management platform.

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Food Ordering App
Flutter + Firebase

📅 Jan – Mar 2025

- In-restaurant ordering app, auto-sending orders to kitchen via WhatsApp.

Tech stack: Flutter, Firebase, Git, Platform compatibility (IOS, Android)

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Streaming App
Flutter + Firebase + Agora

📅 Mar – Jun 2023

- Live streaming, social interaction features.

Voice-Driven 3D Object Generation
Unreal Engine + C++ + OpenAI Whisper/GPT

📅 2025

- Developed a POC enabling real-time creation of 3D interactive objects in Unreal Engine via natural voice commands.
- Integrated OpenAI Whisper for speech-to-text and GPT-3.5 for JSON-based object generation logic.
- Implemented dynamic actor spawning in Unreal Engine C++ (e.g., fruits, enemies, traps, bats).
- Designed a modular architecture with two modes: text input or live voice input for gameplay interaction.
- Aimed to make speech-driven content creation more accessible by building the system from scratch instead of paid plugins.

Demo: *Video Link*

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IoT Safe System
Raspberry Pi + Flutter + OpenCV

📅 Feb – Jun 2024

- AI-powered secure locker with facial recognition, GPS, sensors.

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IoT Parking
Python + Raspberry Pi

📅 Apr – Jun 2023

- Automated parking detection + Grafana dashboards.

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AI Object Detection
TensorFlow + Python

📅 Mar – Jun 2021

- Built object detection models with image dataset expansion.

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GPU ML App
C++ + CUDA + PyTorch

📅 Sep – Dec 2024

- GPU-accelerated ML with neural nets and clustering.

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Java Desktop
Java + Flink

📅 Oct 2023 – Jan 2024

- Java desktop app with CI/CD pipelines and Docker.