

AKOUJAN ALI

Software Engineering Student

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PROFILE

Software engineering student with hands-on experience in full-stack development, focusing on back-end systems, modern frontend frameworks, and cloud-native technologies. Demonstrated ability to deliver production-ready features in fast-paced environments through internships at Idemia and DXC. Proven track record of building scalable prototypes and winning competitive hackathons. Passionate about clean code, system design, and emerging technologies in AI and distributed systems.

EDUCATION

Bachelor of Engineering in Software Engineering

International University of Rabat (UIR)

Expected 2027

Morocco

- École Supérieure d'Ingénierie Numérique (ESIN)
- Focus on software architecture, algorithms, and distributed systems

Baccalauréat in Mathematics

École Blaise Pascal

2022

Agadir, Morocco

PROFESSIONAL EXPERIENCE

Software Development Intern

DXC Morocco

Summer 2025

Morocco

- Built prototype talent search engine using Python, Streamlit, and semantic search technologies
- Implemented LangChain and Ollama libraries for intelligent query processing and document retrieval
- Architected containerized environment with Docker and MongoDB for local development
- Collaborated with cross-functional teams to define requirements and iterate on prototype features

Software Development Intern

Idemia Morocco

Summer 2024

Morocco

- Developed Angular frontend implementing full CRUD operations for field type management system
- Integrated frontend with Spring Boot backend services, ensuring seamless data flow and API consumption
- Participated in Agile sprints, code reviews, and daily standups within a professional development team
- Delivered production-quality code following team standards and best practices

PROJECTS & ACHIEVEMENTS

Protonow – Semantic Search Engine

Independent Project (3 months)

- Engineered prototype semantic search engine for enterprise document retrieval using Python and LangChain
- Implemented Ollama-based embeddings for intelligent document parsing and query optimization
- Designed benchmarking framework to evaluate retrieval accuracy and performance metrics

- Gained deep understanding of vector databases, NLP techniques, and resource optimization

GreenPioneers Hackathon – Popular Vote Winner

2025

590 Participants

- Developed backend application for tracking and gamifying eco-friendly user actions
- Secured popular vote recognition among 590 participants through effective presentation and technical execution
- Built REST API with data persistence and real-time tracking capabilities

3D Platformer Game – Godot Engine

Independent Project (1 week)

- Independently developed fully functional 3D platformer with four complete levels in one week
- Implemented core gameplay mechanics including collision detection, player physics, and camera control
- Demonstrated rapid prototyping and iterative development skills under tight time constraints

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, SQL

Backend: Spring Boot, REST APIs, Microservices Architecture

Frontend: Angular, Streamlit

Databases: MySQL, PostgreSQL, MongoDB

DevOps & Tools: Docker, Docker Compose, Git, GitHub, Bitbucket, Jira

AI & ML: LangChain, Ollama, Semantic Search, Document Processing

Game Development: Godot Engine, GD Script, Unity

Practices: Agile/Scrum, Code Review, Version Control, RESTful Design

LANGUAGES

Arabic: Native

French: Native

English: Advanced

References available upon request