Sirine Achour

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EDUCATION

National Engineering Diploma 2017 - present

National Institute of Applied Sciences and Technology
Major: Software Engineering

Focus: Software design | Software architecture | Development | IT project management | Security | DevOps | Testing

Baccalaureate with honors 2013 - 2017

Hammam Susah High School 2
Specialization in mathematics

PROFESSIONAL EXPERIENCE

Front-end Developper

Parcus Apr 2021 - Present

Worked on a website for Nutislab for managing their employees, clients and orders.
This included (among other things):
- Creating a dynamic form builder from scartch.
- Implementing efficiently the orders' life-cycle and states.
- Managing the different user accounts and their access rights.
- Designing a user-friendly and functional UI.

Angular | Debugging | Testing | Web design

DevOps Engineering Intern

Michigean University Jul 2021 - Aug 2021
This internship's tasks included :
- Troubleshooting an AWS server instance.
- Migrating an old Express website to the lastest Node version.
- Analyzing and evaluating files and database tables (automatically).
- Studying, comparing and merging development and production code and databases.
- Containerizing the Express website.

Automation | AWS | Docker | Documentation | Express | MySQL | NodeJS | Putty | Python | Troubleshooting

Web Development Intern

DOT IT Jul 2020 - Aug 2020
Worked on a website for shopping at a multi-location store.
My contribution was :
- Designing and implementing a pop-up for re-routing a new user to the chosen shop.
- Implementing a tool for customizing the pop-up contents in the back-office.

E-Commerce | Prestashop | Symfony | Web design

CERTIFICATES

- **Introduction to Containers with Docker, Kubernetes and OpenShift**
- **Pentesting and Securing Web Applications (Ethical Hacking)**
- **Google IT Automation with Python Specialization Certificate**
- **General english diploma with honors**
  Bourguiba institute of modern languages
  Upper intermediate level general english

LANGAGES

- **Arabic** (native)
- **English** (fluent)
- **French** (limited working proficiency)
- **Spanish** (elementary proficiency)

SKILLS

Programming Languages : Bash | C# | C/C++ | Java | Python

Web Development : .Net Core | Angular | Express | HTML/CSS/JS/PHP | Vue.js | NestJS | Prestashop | Symfony

Databases : MongoDB | MySQL | Oracle

DevOps : AWS | Docker | Kubernetes | OpenShift | Puppet | Terraform

Other : Arduino | STM32 | Unity

PROJECTS

Chatroom Jun 2021 - Present
An end-to-end encrypted and containerized chatroom.
- Server
- Client

Cryptography | Docker | ECIES | Git | LDAP | SonarQube | Security

Collect/Connect Jan 2021 - May 2021
A single player educational card game that showcases the art work held at the Michigan University library and studies the links between them.

This project, conducted with the collaboration of the University of Michigan research team, had 3 main axis:
- Frontend: game design and implementation.
- Backend : design and implementation of not only a MySQL database but also a RESTful API.
- AI Judge : This judge's main task is to evaluate the similarity between 2 cards based on multiple factors (photographic and textual data).

AI | Database design | Game design | Git | MySQL | NestJS | REST API | Security | Unity

End Of Studies Projects Administrative Website
Feb 2020 - May 2020
A website for managing INSAT's end of studies projects
- Frontend
- Backend

Angular | Database design | Git | HTML/CSS/JS | MySQL | NestJS

Cryptographic Toolkit Feb 2020 - May 2020
A console app that offers a collection of cryptography tools.
- Hashing
- Encoding
- Symmetric encryption/decryption
- Key generation
- Asymmetric encryption/decryption (RSA/ECIES)
- Cracking hashes: brute-force, simple brute force, dictionnary attack.

Cryptography | ECIES | Git | Python | RSA

Implementation of popular AI algorithms Feb 2020 - May 2020
For learing purposes, I created 2 basic games that implement popular AI algorithms.
- Nim
  This is a mathematical strategy game that requires 2 opposing players. I implemented the algorithm "MiniMax" with/without pruning as the opposing AI player.
- Sliding Puzzle
  This is a puzzle game. I implemented the "A*" algorithm in order to solve (if possible) any random sliding puzzle of any size.

AI | Python