



Skander Bachta

Software Engineer and Finance Student

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PROFILE

I am a Software engineering and Finance student with a clear, logical mind and a hands-on approach to problem solving and a drive to see things through to completion. I am eager to learn, I like to overcome challenges, and I have a real interest in business management

PROFESSIONAL EXPERIENCE

- intern engineer, Be-Softilys** 06/2022 – 08/2022
Costimization of the Camunda Cockpit interface & Development of a dashboarding application for Workflow management
• Technologies used : **Camunda , Mariadb, Springboot , Angular**
- Reserve and VAP for a life annuity, Institute of Risk and Insurance** 06/2021 – 08/2021
The goal of this actuarial study is to estimate the mortality of a cohort of Italian policyholders.
• Technologies used : **Python and R(Rshiny)**
- corporate immersion internship, RFC Tunisie** 06/2020 – 08/2020
Automate the expense report management process.
• Technologies used : **Power Automate- Power BI -PowerApps -Sharepoint**

EDUCATION

- SOFTWARE ENGINEERING DEGREE, PRIVATE SCHOOL OF ENGINEERING AND TECHNOLOGY, TUNIS Tunis,** 2018 – present
• Speciality : Financial computing and engineering
- BACCALAUREATE IN MATHEMATICS, pioneer high school Bourguiba Tunis (LPBT)** 2014 – 2017

PROJECTS

- FINCRO** 02/2022 – 06/2022
Development of Microfinance and Micro-Insurance web platform in Tunisia using **Springboot** for the Backend part, **Angular 13** for the Frontend part, **GitHub** for the project management and **Unified Process** as a working methodology
- TUNISIA EVENTS** 02/2021 – 06/2021
Development of a multiplatform event management system in Tunisia: web application (**Symfony 4.4 Framework**), mobile application (**RESTful Symfony Api & Codename One**), and desktop application (**JavaFx**). The work methodology is **Agil Scrum**
- TENDERPAW** 02/2020 – 06/2021
E-commerce website for the purchase of equipment and accessories for animals
• Technology used : **PHP, CSS, HTML, JavaScript**
- UNLOCKED** 02/2019 – 08/2019
SDL game in 2D developed in **C** on UBUNTU Creation of an electric controller adapted to the game with board **Arduino**

SKILLS

PROGRAMMING LANGUAGES

Python - Java - Javascript - C - C++
.NET | C# - PHP - CSS

Design

Adobe Photoshop | Illustrator
HTML - CANVA

DATA MANAGEMENT

PL-SQL - Oracle - MySQL
Excel | VBA

Frameworks

Symfony - Javafx - CodeNameOne
Springboot - Angular - ReactJs - NodeJs

LANGUAGES

French

Full Professional Proficiency (C1 | TCF)

English

Full Professional Proficiency (B2 | Amedeast)

German

Elementary Proficiency (A2 | Goethe)

Arabic

Native or Bilingual Proficiency

VOLUNTEERING

- Enactus Esprit ICT, Project Manager** 2018 – 2020
• Communication Manager at Jardrops
• Project manager at Glarina
- Tunisian Association of Mathematics Competitions, Member** 2015 – 2017