

SOUHAIL MARAOUI

Software Engineer

CONTACT

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SKILLS

Programming Languages

- Java
- C#
- JavaScript
- Python
- HTML, CSS

Environments & Frameworks

- Spring Boot
- JavaFX
- Node.js
- Git

Platforms

- Google Cloud
- Firebase
- Tensorflow

EXTRA

- President of the English debating club in INPT
- Participant in a national FinTech Hackathon in Morocco

EDUCATION

- 2020-2021 **Graduate Degree | Pre-Doctoral Cycle**
Université de Sherbrooke
- 2018-2020 **Software Engineering Degree**
Institut National des Postes et Télécommunications
- 2016-2018 **Mathematics and Physics Option**
Preparatory Classes of Ibn Abdoun
- 2013-2016 **Baccalauréat Scientifique**
Lycée Ibn Abdoun

EXPERIENCE

- 2020 **Software Engineer**
Office du Développement De La Coopération(ODCO)
Created a web application to digitize the process of managing, monitoring and assessing local cooperatives.
- 2019 **Software Developer**
Institut National des Postes et Télécommunications(INPT)
Implemented in collaborations with a PhD candidate the theoretical concepts from his thesis of managing projects and prioritizing them in an Enterprise.
- 2018 **Software Developer**
Protection Civile de Rabat
Work on a prototype that digitize the management of the state resources, and the process of dispatching them to local incidents, in order to improve the efficiency of interventions.

SIDE PROJECTS

- 2020 **Metacritic Scrapper**
Coded a script to pull user reviews for any game or movie and store them in a local XML database.
- 2019 **Gesture Recognition**
Used machine learning to build a script that let you control certain OS elements like the cursor, volume or brightness, using the user's hand gestures captured from his webcam.
- 2018 **Java Game**
Built a custom Game Engine using Java and made a turn-based role playing game.