



# BOUBKER CHEYOUKH

THIRD-YEAR COMPUTER  
ENGINEERING STUDENT



## Portfolio

### CONTACT

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### COMPÉTENCES

- **FRONT-END DEVELOPMENT:**
  - HTML, CSS, JAVASCRIPT, SASS, TAILWINDCSS
- **BACK-END DEVELOPMENT:**
  - JAVA, J2EE, PYTHON, PHP, DJANGO, SPRING BOOT
- **DATABASE MANAGEMENT:**
  - MYSQL, SQLITE
- ASSEMBLY

#### LANGUAGES

- **English:** Professional level
- **French:** Excellent level
- **Arabic:** Native language

### TRAINING

#### BACHELOR'S DEGREE IN COMPUTER SCIENCE APPLIED TO BUSINESS MANAGEMENT (MIAE)

Ecole Supérieure SupTechnologie,  
Casablanca

2022 – Present

THIS PROGRAM EQUIPS ME WITH SKILLS IN APPLICATION AND WEB DEVELOPMENT, MASTERING PROGRAMMING LANGUAGES, DATABASE MANAGEMENT, AND CREATING EFFICIENT GRAPHICAL INTERFACES. IT COMBINES THEORY AND PRACTICE TO PREPARE ME FOR TECHNICAL AND FUNCTIONAL CHALLENGES IN APPLIED COMPUTER SCIENCE FOR BUSINESS MANAGEMENT.

Passionate about artificial intelligence, I am currently a third-year Bachelor's student seeking opportunities to apply my skills in programming, machine learning, and data analysis. With advanced proficiency in Python and Java, as well as a strong understanding of machine learning algorithms, I am driven by innovation and problemsolving. My goal is to contribute to ambitious projects leveraging AI's potential to develop practical and impactful solutions.

### PROJECTS

#### IMAGE CLASSIFICATION (NOVEMBER 2022)

- Developed a machine learning model capable of classifying different types of images, such as animals, vehicles, or fruits.

#### END-OF-YEAR PROJECT I (FEBRUARY 2023 – MAY 2023)

- Leveraged Python to develop solutions for **managing school data**, including manipulation, organization, and analysis of information related to students, teachers, and academic results.
- Used tools like **Tkinter** and **SQLite Studio** for database management and analysis.
- Optimized data processing and automated processes to streamline administrative management.

#### JAVA OBJECT-ORIENTED PROGRAMMING PROJECT (DECEMBER 2023)

- Developed a **football team management** application in Java, enabling the management of players, teams, matches, and statistics.
- Structured the code into classes representing various entities, ensuring modularity and reusability.

#### END-OF-YEAR PROJECT II (FEBRUARY 2024 – MAY 2024)

- Designed and implemented an **educational website** using HTML, CSS, JavaScript, Sass, J2EE, and MySQL.
- Developed an interactive front-end for a seamless user experience and a J2EE back-end for server functionalities like user management and secure data storage.
- Delivered a comprehensive **full-stack** educational platform.

### CERTIFICATIONS

- Cisco CCNA 1
- Cisco CCNA 2
- HackerRank Certification: JavaScript
- HackerRank Certification: CSS

### GENERAL SKILLS

- CLIENT COMMUNICATION
- PUBLIC SPEAKING