

Tayssir Ghanmi

Computer Science Engineering student

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Skills -

- Programming Languages:
 C/C++ · Java · TypeScript · C# · Kotlin · Dart · Bash
- Software Development:

 Angular · Flutter · SpringBoot
 .NET MVC · PostgrSQL · MongoDB
- DevOps and Tools:

 Docker · Kubernetes · Terraform
 Nginx · Ansible · Git · Scrum ·
 Linux(Debian · OpenSuse)
- Other skills: Teamwork · Leadership · Communication · Problem Solving

Certificates —

- Fundamentals of Azure (AZ-900)
- 05/2024 Microsoft
 •Linux Foundation System Admin
 02/2024 KodeKloud
- Advanced Bash scripting

09/2024 KodeKloud •Pulumi fundamentals

09/2024 KodeKloud

Languages -

Arabic (native)

English (Advanced)
French (Advanced)

Spanish (Beginner)

Education

Present Computer science engineering National school of engineering of Sousse

Sep/2022 Applied Computer Science Engineering Degree

Pre Engineering Studies El Manar Preparatory school Preparatory diploma in physics and technological studies

Experience

Jan/2024

Jun/2023

Jun/2024

2020-2022



ing WebSocket and Interceptor in Java 17.

Aug/2023 **Software Internship**

Intern, Core Techs Solutions

Intern, Comwork

Angular/Springboot

- Created a Hashtable data structure, implementing it across multiple platforms (JavaFX/Swing/Console, Angular-TypeScript,Flutter-Dart), using MVC and 3 tiers design pattern.
- Developed a web application with Angular(16) and Spring Boot/Java 8 for kindergarten management.
- Collaborated with the mobile team to fix bugs in a taxi app developed using Flutter(v3.10.1).

Aug/2024 Devops Internship

 Created Docker images and configured Docker-Compose with Nginx (loadbalancer) for an Angular(v12)/Node (v16)/ FastAPI application, including MinIO for S3 storage

- Deployed the application using k3d with k8s, utilizing kubeseal and Sealed Secrets for secure configurations.
- Created a helm chart for the application using helm.
- Built CI/CD pipelines for the application using GitLab CI.
- Deployed Azure infrastructure with Terraform and Ansible.

Academic projects

Dec/2023 Grid Challenge

Built a strategic game that is a twist on the classic game

of Tic Tac Toe using Unsupervised learning (MCTS).

• Utilized Stiers and MVC architecture and employed Car

 Utilized 3tiers and MVC architecture and employed CanvasJS for dynamic UI rendering.

· Used websocket connection for 2 player mode;

Apr/2023 StartBoost

rtBoost Angular/Spring Boot/PostgreSQL
• Developed an investment platform designed to connect

- startups with investors
 Used Angular(v15) with PrimeNG for UI components.
- Built a Java (v17) Spring Boot application using JPA for ORM and PostgreSQL as the database.

Sep/2023 Bash Quest

 Built a game to teach the basics of using a POSIX (Linux, BSD, UNIX) terminal

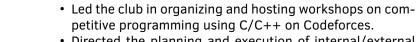
Built a docker image for the game to deploy it.

Other activities

Present

Aug/2023

Competitive Programming Club Leadership ACM eniso



• Directed the planning and execution of internal/external competitive programming competitions and hackathons.

