# Wael BEN DHIA

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GitHub: <a href="https://github.com/WaelBenDhia">https://github.com/WaelBenDhia</a>
Website: <a href="https://waelbendhia.github.io/">https://waelbendhia.github.io/</a>

SOFTWARE ENGINEERING STUDENT

# **Technical Skills**

Programming languages	Advanced: Java, C#, C++ Intermediate: Clojure, Scala, Php, C Basic: Scheme, VBA	Web technologies	HTML, CSS, Javascript, MySQL
Frameworks	JEE, JSF, .Net, Symfony, AngularJS	Database	SQL, NoSQL (Hbase, Hive)
Analysis	UML	Languages	English fluent French fluent
Mobile	Android	Languages	Arab native

# **Work Experience**

#### 2015 Month long internship Zitouna Bank:

I was tasked with automating account statement upload to the Sharepoint server and developing a share point application for searching and viewing statements for internal use.

#### Education

### 2013 – 2016 computer engineering course:

Esprit (Private Engineering School)

Specialized in Software Engineering

### 2008 - 2013 1st and 2nd year bachelor's of science and technology MIME:

Université Pierre et Marie Curie

#### 2008 Baccalaureate in Science specialized in Physics and Chemistry:

Jeddah French International School

# **Academic Projects**

## Integrated Development Project (2<sup>nd</sup> year of engineering course):

MOOC online learning platform (JEE, .Net, Java Swing, JSF and Android)

## Integrated System Project(2<sup>nd</sup> year of engineering course):

Simulating and configuring a corporate network (VPN, firewall, IDS, IPS, DHCP) and servers on said network (SMTP, SIP, Web, Server monitoring, DNS, Certificate Authority, LDAP).

#### Integrated Development Project (1st year of engineering course):

Best Trip a tourist review and advice platform (Java Swing, Symfony and J2ME)

## GNS3 Network Project (1st year engineering course):

Simulating and configuring a multinational corporate network including network backbone.

## Mini C project (2<sup>nd</sup> year preparatory course):

Pong like game written C using the SDL library.

### **Hobbies and Interests**

Participating in programming and AI competitions on CodinGame, examples can be found on my Github.

Amateur video game developer (Unity, UDK), mostly small personal projects.

Avid chess player.