

ALI BEN-HAMMAD

Software Engineer | Seeking Entry-Level Full-Stack Role

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EDUCATION

Ecole Normale Supérieure de l'Enseignement Technique - ENSET

Engineering Degree in Software and Distributed Computer Systems

2022 – 2025

Mohammedia

Ecole supérieure de technologie - ESTM

University Technology Diploma in Software Engineering

2020 – 2022

Meknès

SKILLS

Programming Languages: C, Java, Golang, Typescript

DevOps: Git, Docker, Linux, AWS, Azure DevOps

Databases: PostgreSQL, Oracle DB, MongoDB, MySQL

Frameworks & Technologies: Spring Boot, Angular, Nuxt JS, Next JS, Express, Tailwind,

Soft Skills: Problem-solving, Teamwork, Adaptability, Time management, Ownership, Critical thinking

Collaboration Tools: Trello, Figma, Notion, Slack, Microsoft Teams

EXPERIENCE

Theodo

Software Engineer Intern

Feb 2025 – Aug 2025

Casablanca

- Contributed to the design of a data collection and visualization platform
- Delivered a fully functional web-based analytics dashboard with **Next.js**
- Utilized **Chart.js** for data visualization
- Integrated **Supabase** services for authentication and data storage
- Implemented serverless **Edge Functions** using **TypeScript** for analytics calculation
- Conducted **Sprint review** sessions to demonstrate progress and align on next steps

OpenTecc

Software Engineer Intern

Jun 2024 – Aug 2024

Agadir

- Collaborated in a team to develop a **CI/CD** platform
- Developed the Runner component using **Golang**
- Integrated various AWS services including **ECS, S3, ECR, SQS, and SNS**
- Implemented unit and integration tests to ensure code quality and reliability
- Utilized **Azure DevOps** for project management in an **Agile** environment
- Participated in **Weekly demos**, presenting progress to the team

PROJECTS

3D Multiplayer shooting Game

Feb 2022 – Jun 2022

- Programmed player movement logic and shooting mechanics in **C#** using Unity 3D
- Implemented shooting mechanics with raycasting for efficient hit detection
- Integrated Cinemachine camera for a dynamic third-person view
- Utilized Unity 3D engine for physics simulations and texture

E-commerce Platform - Jumia Clone

Jun 2023 – Aug 2023

- Developed an e-commerce platform, focusing on a user-friendly and intuitive design
- Utilized **Next.js** and **Tailwind CSS** for responsive UI
- Customized products filtering and sorting features
- Integrated **Firebase** for user authentication and management, with **OAuth** providers support
- Implemented user cart management and persistence using **Firestore**

LANGUAGES & INTERESTS

Languages: French (fluent), English (professional), Arabic (native)

Personal Interests: Football, Chess, Video Games, Game development