Yanis Laribi

Software Engineering Student

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Technical Expertise

Core Languages	C++, Python, Java, C, ARM Assembly
Web & Front End	HTML5, CSS3, JavaScript (ES6+), Tailwind CSS, React (Learning)
Frameworks	Qt (GUI), FastAPI, JUnit, PyTest
Systems & Tools	Git/GitHub, Linux/Unix, TCP/IP Networking, Docker, CMake
Spoken Langs	French (Native), English (Native Level/Certified), Arabic (Professional)

Key Engineering Projects

2025 — Bank Account Management System, *C++ & Qt Framework*
- **System Architecture:** Architected a robust OOP system using *Abstract Base Classes* to differentiate logic for *Savings & Checking* accounts, flawlessly handling *100+ simulated transactions*.
- **Qt GUI Implementation:** Developed a modern, intuitive graphical interface using *Qt*, featuring *dynamic forms* and *real-time displays*.
- **Robustness & Validation:** Implemented custom *Exception Handling* and strict input validation to ensure *99.9% zero-crash reliability*.
- **Data Persistence:** Engineered a secure *File I/O* system to manage transaction logs and client records.

2025 — NutriTrack – Gamified Nutrition Learning App, *Hackathon Prototype*
- **Full-Stack Architecture:** Developed a responsive web app using *FastAPI* (Backend) and *Vanilla JS/Tailwind* (Frontend), deploying a functional MVP in just *24 hours*.
- **Gamification Engine:** Engineered interactive features including a "Kiwi Coach" and "Food Boss" battles, integrating *OpenFoodFacts API* to access *3,000+ product records*.

2025 — Python Custom Email Server & Client, *Systems Programming*
- Designed a multi-client server using *Python sockets* and the *TCP/IP* stack, handling *50+ concurrent connections* via 'select()'.
- Engineered a custom application-layer protocol with *JSON headers* and *SHA3-512* password hashing.

2024 — Quixo Game Engine, *Python & REST API*
- Built a strategic CLI game client that interacts with a remote game server via *Secure RESTful Calls*.
- Developed an *Automated Test Suite* ('tests.py') achieving *90% code coverage* to validate game logic and move legality.

Professional Experience

2023–Present — Freelance Web Developer, *Self-Employed*, Quebec
- Design and develop custom websites for local small businesses to enhance their digital presence, improving page load speeds by *40%*.

2022–Present — Operations Manager, *Lanterne Rouge*, Quebec
- Rigorous transaction management and analytical operational problem solving, developing attention to detail essential for software quality.

Education

Expected 2028 — Bachelor of Software Engineering, *Université Laval*, Quebec, GPA: 3.5/4.3
2nd Year

2023 — English Language Exchange Certification, *Brock University*, Ontario
Native-level English coursework during Summer Exchange.