



YASSIR AITALI

Engineering Student – Full Stack & VR Development

Motivated Full Stack Engineer with a solid foundation in DevOps, Software Architecture, and Cloud-Native development. Proficient in the complete SDLC, including developing scalable applications and implementing automated CI/CD pipelines and containerization. Eager to leverage skills in AI/ML, Big Data, and immersive technologies (VR/XR) to deliver technically excellent and user-focused solutions emphasizing performance and optimal user experience.

CONTACT

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Marrakech, Morocco

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github.com/YasserAet

SKILLS

Languages: Java, C, C#, Python, JavaScript, TypeScript, Node.js, PHP, SQL, CSS

Frameworks & Libraries: React, Vue.js, Spring Boot, Flutter, Three.js

3D & VR: Unity, WebGL, Three.js, Blender, 3ds Max, Autodesk Maya, Unreal Engine

Tools & DevOps: Git, GitHub, Docker, VS Code, IntelliJ, Postman

Databases: MongoDB, PostgreSQL, MySQL, Redis

LANGUAGES

Arabic Native

French Conversational

English Proficient

INTERESTS

Video Games - Music - Football -
Hiking - Sports - Travel

CERTIFICATIONS

Advanced XR Developer (IDC x EON XR)

Software Engineering – Design & Project Management (Coursera)

React – Web Development
(Coursera)

Java & Object-Oriented Programming (Coursera)

Containers: Docker, Kubernetes & OpenShift (Coursera)

Education

Engineering Cycle – MIAGE

Moroccan School of Engineering Sciences

October 2023 – Present

Marrakech

VR Developer Diploma

IDC & VR Innovation Academy, UM6P

May 2023

Benguerir / Marrakech

Specialization: VR/AR, Immersive 3D Environments, 3D Modeling, 3D Animation, Unity, Blender, WebGL, Industry 4.0.

Professional Degree: BTS

BTS Multimedia and Web Design – Mohammed VI

July 2022

Marrakech

Specialization: Web Development, Multimedia Design, UX/UI, Interactive Content.

Baccalaureate

Mohammed VI High School

July 2020

Marrakech

Specialization: Electrical Science and Technology.

Professional Experience

Intern – Full-Stack & VR Developer

Almoftah Real Estate

September 2024

Oman, Muscat

- VR/WebGL development (Unity, Three.js), 3D modeling, modular architecture, basic CI/CD and Cloud deployments.

Intern – Full-Stack Developer / Game Developer

The UM6P Vanguard Center

August 2023

Benguerir

- AI/ML-based body tracking (MediaPipe), real-time pipeline Python→Node→Unity, lightweight Big Data processing and modular Cloud architecture.

Full-Stack Developer

SEOCOM

August 2021

Marrakech

- Web applications (PHP/JS/MySQL), MVC architecture, DevOps workflows (Git, Linux deployments).

Academic Projects

NOTRAFIC – Traffic Management System

Intelligent urban traffic management system with prediction and optimization (AI/ML, Big Data, Cloud, DevOps).

2025

SOUK – VR Application

Immersive VR application of a Moroccan souk for interactive environment exploration (Unity, VR, Oculus, Blender).

2023

OPTIPARK – Parking Management System

Smart parking management system to optimize space usage and user experience.

2024