

# Yassine Mejri

La Manouba, 2021, Tunisia

Phone: (+216) 50 49 00 23

Email: [yassine.mejri@ensi-uma.tn](mailto:yassine.mejri@ensi-uma.tn)

GitHub: [www.github.com/YassineMEJRI](https://github.com/YassineMEJRI)

Website: <https://yassinemejri.github.io/>



## EDUCATION

**National School of Computer Science (ENSI)**– La Manouba, Tunisia

*Engineering degree in Computer Science*

Graduation year: 2023

**September 2020 - Present**

**Faculty of Mathematical, Physical and Natural Sciences of Tunis**– Tunis, Tunisia

*Bachelor's in Computer Science*

**September 2017 - July 2020**

## TECHNICAL SKILLS

C, C++, Java, MATLAB, Linux, Script Shell, PHP, Laravel, Spring, REST, Hibernate, DBMS, Git, JavaScript, Android, Angular

## RELEVANT COURSEWORK

**Computer Science:** Algorithms and Data Structures, Graph Theories, Algorithms and Complexity, Software Architecture and Design Patterns, Operating Systems, Artificial Intelligence, Computer Networks, UML

**Math:** Statistics and Probability, Numerical analysis, Signal Processing

## Experience

**TECOST TUNIS** | End of Studies Internship | Tunis, Tunisia

**February 2020–July 2020**

- Developed a web application module that generates and executes SQL queries from graphical user input in order to help non-tech savvy staff query big databases for relevant information and statistics. The application helps visualize the data using graphs like bar charts, pie charts, line graphs, etc.
- Technologies and programming languages: Java EE, Spring, Hibernate, PrimeFaces, PostgreSQL

**CS Design Services Informatique** | Summer Internship | Tunis, Tunisia

**August 2019–September 2019**

- Designed and coded a dynamic website for the client's company, that included a furniture volume calculator and quotation generator.
- Designed the logo with Photoshop.
- Technologies and programming languages: WordPress, HTML, CSS, JavaScript, PHP, MySQL

**Freelance** | Software Developer | Online

**April 2022**

- Update, modified, fixed, and expanded a game project using Codename One framework and made it fully functional. Refactored code and redesigned conceptual flaws. Improved code quality and modularity.
- Helped multiple clients with their programming projects like full-stack applications with Java EE or desktop applications with JavaFX. Implemented Data Structures like Binary Search Tree and unweighted graphs.

## PROJECTS

**Reversi, PC Game for Windows** | Object Oriented Programming class project

**April 2021–May 2021**

- Developed the famous strategy board game Reversi (Othello) with multiplayer option and vs. computer option.
- Technologies and programming languages: C++, SFML

**Driving School Management System, Web application** | Summer Project

**August 2021–September 2021**

- Developed a web application that helps manage different resources such as different vehicles and employees as well as user accounts and payments. It includes a feature to assign study sessions between trainers and trainees with live reminders and email notifications. This application includes a portal that simulates the final theoretical exam to help students prepare.
- Utilized PHP, Laravel, Blade, Eloquent, MySQL, HTML, CSS, Bootstrap, JavaScript, jQuery, and ajax in full-stack development.

## CERTIFICATIONS

**Microsoft Technology Associate** <https://verify.certipoint.com/>

- Introduction to Programming using Java (UTw9-sFcG)
- Introduction to Programming using JavaScript (wbR3q-FaXV)
- Windows® Operating System Fundamentals (8qWQ-uGhQ)

## LANGUAGES

English	C1
French	C1
German	A2
Arabic	Native

**Scrum Foundation Professional Certificate**

Certiprof Certification ID: 53874579