Younes Chouikh

Software Engineering Student

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EDUCATION

Higher Institute of Applied Sciences and Technology of Sousse	**Tunisia, Sousse**
Engineering Degree in Computer Science & Software Engineering	2024-2027 (Expected)

Higher Institute of Applied Sciences and Technology of Sousse	**Tunisia, Sousse**
Bachelor's Degree in Computer Science	2021-2024

PROFESSIONAL EXPERIENCE

Insimplo	**Tunisia**, **Monastir**
AI/.NET Software Engineer Intern	Jul 2025 - Present

- Designing and developing an AI-based system that can analyze images of damage (e.g., water, mold, structural wall damage) and automatically generate structured repair quotes, including positioned line items, quantities, and cost estimates.
- **Tech Stack: Python, C#, WPF, YOLO, PyTorch**

Proxym	**Tunisia**, **Sousse**
Software Engineer Intern	Feb 2024 – Jun 2024

- Developed and launched a cross-platform crowdfunding platform for startups to facilitate secure investor transactions and increase startup visibility.
- Created a DialogFlow chatbot with Redis integration for handling user FAQs and automating investment processes, enhancing user interaction, and support efficiency.
- Led full-stack development utilizing React, React Native, NestJS, PostgreSQL, and Docker to improve system scalability and performance.

PERSONAL PROJECTS

Hackwarts 2.0 Hackathon platform	**Dec 2024**

- Harry Potter themed hackathon platform for our clubs' Google Developer Group On Campus ISSATSo. It provides an intuitive interface that allows participants to register for the hackathon easily.
- **NextJS, TypeScript, Tailwind, Shadcn, Mongoose**

ISSATSo Schedule Scrapper ([Github Repo](#), [Demo](#)**)**	**Feb 2024**

- Created a full-stack app automating schedule retrieval and classroom availability checks, actively used by multiple university clubs for event planning.
- **ReactJS, Typescript, Django, Python, BeautifulSoup, PostgreSQL, Docker, Azure**

GDSC Discord Bot ([Github Repo](#), [Demo](#)**)**	**Jan 2022**

- Developed an automation and moderation bot to manage community engagement, streamline event organization, and monitor server activities.
- **Python, Discord.py, Azure, Docker**

Yoink Yoink ([Itch.io](#)**)**	**Mar 2021**

- Developed 'Yoink Yoink', a Unity-based local multiplayer game deployed on Itch.io, reaching 100+ views.
- **C#, Unity**

ACTIVITIES & LEADERSHIP

[**Google Developer Groups On Campus**](#) (fka Google Developer Student Clubs)	**Sousse**, **TN**

- **Technical Lead:** Leadership, team & resource management. — 2022 – 2023
- **Active member:** Teamwork, networking. — 2021 – Present

- Helped in the recording & editing of our ["Tawla & Kressi"](#) Podcast, the first ever Tunisian IT Podcast made by students to vulgarize new technology concepts and help university students find their career paths.
- Developed several Discord bots to manage our server, leading to better community management and server automated monitoring.
- Hosted several workshops on Python, React Native, Git & Github, and Docker, enhancing participants' skills and increasing engagement by utilizing interactive coding sessions.

SKILLS & OTHERS

- **Programming Languages**: C#, Python, Typescript, Javascript, Java, C, C++
- **Technologies & Tools:** .NET (ASP NET Core (MVC, Web APIs, Razor Pages, Blazor), WPF), Discord API (Discord.py/DSharpPlus), Django, Azure, Entity Framework, React JS, React Native, Docker, Git, (MS SQL, MySQL, PostgreSQL), Redis, Github Actions
- **Online Courses and Certificates:** *Available in my portfolio website.*
- **Languages:** Arabic (Native), English (Professional proficiency), French (Elementary proficiency)
- **Hobbies:** Chess, Gaming