

Fellah Mohammed Nassim

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Summary

I am a young, disciplined computer science student with a strong desire to learn, I am looking for opportunities that will allow me to progress in my career, use and develop my technical skills as well as to gain professional experience.

Education

University of the Littoral Opal Coast, France	09/2024 - Expected 2026
• Master's in Computer Science - Web and Data Science	
Higher School of Computer Science (ESI-SBA), Algeria	2020 – 2024
• Superior Cycle	09/2022 – 06/2024
• Preparatory Cycle	12/2020 – 06/2022

Professional experience

Murew: Food Ordering and Restaurant Reservation	Free-lance 09/2023
• Implemented state management with GetX for efficient data handling and responsiveness.	
• Integrated RESTful API to seamlessly manage interactions with servers and data retrieval.	
• Facilitated secure online payments through Stripe, ensuring user trust and convenience.	
Warak: Book Reading and Downloading	Free-lance 07/2023
• Implemented state management with GetX for efficient data handling and responsiveness.	
• Utilized Firebase for secure authentication, Cloud Firestore for scalable database operations, and storage solutions.	
• Implemented caching and lazy loading to minimize operations (reads, writes, deletes), optimizing cost-effectiveness by 50% and enabling offline access to books.	
• Included an admin panel to manage app content and features.	
• Deployed on Google Play Store "Warak", achieving a user rating of 4.7 stars.	
Smart Steps: Healthy Social Media	Free-lance 05/2023
• Developed for a team of kids from Bencherif Smart Academy participating in a competition addressing the damages of social media apps.	
• Featured a habit tracker with customizable habits and reminder notifications.	
• Managed local storage with the Hive package.	

Projects

FileHive: Secure File Sharing	07/2024
• Developed a Flutter mobile app with BLoC for state management, providing a clean architecture and seamless integration with backend APIs.	
• Implemented Dio for efficient HTTP calls and robust error handling, ensuring reliable communication with the server.	
• Built the backend API using Django, connecting the mobile app to a PostgreSQL database and ensuring secure data transactions.	
• Developed and deployed AI models for intrusion detection (IDS/IPS) and malware prevention, leveraging machine learning and deep learning techniques on the backend.	
• Developed custom widgets to efficiently render SVG images within the Flutter app, ensuring high-quality vector graphics display.	
• Implemented custom splash screen (animated for Android 12) and app icon directly in Android.	
MP3 MelodyFlow	05/2024
• Developed using Flutter for the UI, and Kotlin for Android-specific features.	
• Implemented state management with Provider for efficient data handling and responsiveness.	
• Employed Kotlin coroutines for efficient asynchronous reading of MP3 files.	
• Implemented foreground service with notification style media controls using Kotlin.	

- Managed local storage with the SQFlite package.
- Implemented custom splash screen (animated for Android 12) and app icon directly in Android.

Reverse-shell & Ransomware

03/2024

- Implemented a reverse shell allowing the server to execute commands on the client machine.
- Integrated ransomware functionality to encrypt and decrypt files on the client machine using Advanced Encryption Standard (AES).
- Supported multi-platform with versions for Windows and Android.

StartEase: Startup Idea Submission and Management Platform

03/2023

- Designed a dynamic application experience based on user permissions and roles to cater to various stakeholders.
- Supported multiple languages (English, French) and offered both light and dark themes using GetX for state management.
- Includes approximately 40 screens for comprehensive functionality, and features API integration.

Technologies

Languages and Frameworks: Dart, Flutter, Java, SpringBoot, PHP, Laravel, Python, Django, JavaScript.

Databases: MySQL, PostgreSQL, MongoDB, Firebase.

Tools: Docker for containerization, Git/GitHub for version control and collaboration.

Concepts and Design Patterns: OOP, Dependency Injection, MVC (GetX), MVVM (Provider, Bloc/Cubit).

Design: UI/UX, Human-Computer Interaction (IHM).

Languages

- French, English, Arabic.