BOUGHDIRI AHMED

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EXPERIENCE

Clevory Training
AI Intern – Web Scraping & Sentiment Analysis   **Tunis(07/2024- 08/2024)**
- Completed an intensive AI bootcamp focused on machine learning and NLP fundamentals.
- Built a review analysis platform using Selenium, BeautifulSoup, Scikit-learn, and Streamlit.
- Integrated a multi-class emotion detection model to classify user sentiments in real time.
- Extracted key negative sentiment drivers to support product improvement decisions.

PROJECTS

Smart Construction Management Platform | Spring Boot, Angular, Microservices, Python, MySQL, ML/AI   **2024-2025**
- Developed a comprehensive web platform to manage 100+ construction projects, including task tracking and admin workflows, improving team productivity by 30%.
- Integrated AI features for budget estimation, chatbot assistance, and facial recognition login, enhancing operational efficiency and security.
- Enabled 3D house personalization and predictive analytics for smarter planning.

Smart Gym Platform | JavaFX, Symfony, MySQL   **2023-2024**
- Delivered a web and desktop platform to manage gym memberships, class scheduling, and workout tracking, improving operational efficiency and user engagement.
- Implemented secure user authentication and role-based access control to protect member data.
- Developed responsive interfaces with JavaFX and Symfony, ensuring smooth navigation and seamless integration between the desktop and web components.

Smart Court Platform | Qt, C++, MySQL   **2022-2023**
- Built a desktop application for managing court cases, schedules, and administrative tasks.
- Improved workflow efficiency by enabling secure handling of legal documents and easier task management.
- Created a user-friendly interface using Qt to facilitate smooth navigation for court staff.

Carthago Curse | C, SDL   **2021-2022**
- Created a 2D educational game highlighting Carthage's history and legends, engaging players through immersive level design and pixel art.
- Designed game mechanics and audiovisual elements fully in C using SDL, achieving smooth player interaction and rich storytelling.

TECHNICAL SKILLS

- ❖ **Languages** Java, Python, C/C++, PHP, Arduino, JavaScript, TypeScript , SQL
- ❖ **Frameworks:** Angular,JavaFx, Spring Boot, Symfony, Flask, .NET, Streamlit ,Qt
- ❖ **Developer Tools:** Git, GitHub, Postman, Docker, Visual Studio, VS Code, IntelliJ
- ❖ **Libraries:** Spring Cloud,Entity Framework, Angular Libraries , Bootstrap,
- ❖ **Databases:** MySQL, MongoDB, Firebase
- ❖ **Game Development:** Simple DirectMedia Layer, C
- ❖ **Architecture:** REST APIs, Microservices, Agile/Scrum, MVC

EDUCATION

Private Higher School of Engineering and Technology (ESPRIT) ,Tunis
Bachelor of Engineering in Software Engineering
Expected Graduation: **Tunis 2026**

LANGUAGES

French : Fluent English : Fluent Arabic : Native

ASSOCIATIVE LIFE

- Currently focused on personal and academic projects
- Open to future involvement in tech communities and hackathons