

# Adam AIT HAMID

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Portfolio



## SUMMARY

Versatile Software Engineer with experience in Front-end, Back-end, AI, and DevOps. I enjoy tackling diverse challenges and building efficient, scalable solutions across the full technology stack.

## EXPERIENCE

### Software Engineer

*Gustave Eiffel University*

Sep 2022 – Aug 2025

*Bordeaux, France*

- Engaged in a 3-year work-study apprenticeship, working as a software engineer contributing to research projects in ERENA's team.
- Researched 5G telecommunications and autonomous vehicles; developed APIs and simulations in Python (Flask). [Link GitHub](#)
- Contributed to Green xG project by deploying a scalable cloud-native 6G platform on Kubernetes with monitoring energy consumption via Grafana. [Link GitHub](#)
- Developed the Accam Taxonomy website, a React.js (Next.js) application for creating, visualizing, and managing taxonomy files with an intuitive user interface. [Link GitHub](#) [Link website](#)

### Research Intern

*ETS Montreal*

Jun 2024 – Sep 2024

*Montreal, Canada*

- Collaborated with professors and researchers; Deployed a 5G platform with physical and virtual users using Docker and srsRAN.
- Built ML models and Python xApps to detect and mitigate DDoS attacks by managing resource allocation. [Link research paper](#)

### IT Intern

*Event2Be*

May 2021 – July 2021

*Paris, France*

- Developed a Python-based newsletter system and automated subscriber management; implemented SEO. [Link website](#)

## EDUCATION

### ESIEE Paris

*Diplôme d'ingénieur | MEng, Computer Science (Work-study program)*

Paris, France

Sep 2022 – Aug 2025

### Universidad Publica de Navarra

*International Academic Exchange, Computer Science*

Pamplona, Spain

Sep 2024 – Mar 2025

### Lycée Jean Jaurès

*BTS SNIR | Higher Technician Diploma, Computer Science*

Paris, France

Sep 2020 – Jun 2022

### Lycée Les Pierres Vives

*Scientific High School Diploma*

Paris, France

Sep 2017 – Jul 2020

## SKILLS

**Programming Languages:** Python, C, C++, C#, SQL, React.js, Go, Java, PHP, MATLAB, Bash, HTML, CSS

**DevOps & Monitoring:** Docker, Kubernetes, GitHub Actions, Traefik, Grafana, InfluxDB, PostgresDB

**AI Frameworks:** TensorFlow, PyTorch, Keras, N8N, Hugging Face

**Soft Skills:** Public Speaking, Technical Documentation, Team Collaboration, Problem-Solving, Adaptability

## LANGUAGES

<b>Italian</b> <i>Native</i>	<b>French</b> <i>Native</i>	<b>English</b> <i>Fluent</i>	<b>Arabic</b> <i>Fluent</i>	<b>Spanish</b> <i>Intermediate</i>
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## CERTIFICATES

<b>Introduction to Software Engineering</b> <i>IBM</i>	2025 <a href="#">Link</a>
<b>Getting Started with Git and GitHub</b> <i>IBM</i>	2025 <a href="#">Link</a>
<b>Hands-on Introduction to Linux Commands and Shell Scripting</b> <i>IBM</i>	2025 <a href="#">Link</a>
<b>Python for Data Science, AI &amp; Development</b> <i>IBM</i>	2025 <a href="#">Link</a>
<b>Django Application Development with SQL and Databases</b> <i>IBM</i>	2025 <a href="#">Link</a>
<b>Developing AI Applications with Python and Flask</b> <i>IBM</i>	2025 <a href="#">Link</a>

## PROJECTS

<b>Heurly</b> <i>Social Media Project</i>	Sep 2023 – Jun 2024 <i>Docker, Github Actions, Traefik, Typescript, React.JS, Trello</i>
<ul style="list-style-type: none"><li>• Collaborated in a team of 5 to develop Heurly; led DevOps efforts by designing and implementing a complete CI/CD pipeline from scratch on a VPS server, enabling automated testing, Docker image building, deployment, and load balancing.</li><li>• Optimized Docker build process by introducing caching mechanisms, <b>reducing image size from 2.1GB to 100MB</b> and <b>build time from 13 minutes to under 1 minute</b>, significantly accelerating development cycles and improving deployment efficiency.</li></ul>	
<b>Geometry Modeling Project</b> <i>ESIEE Paris</i>	Oct 2023 – Dec 2023 <i>C++</i>
<ul style="list-style-type: none"><li>• Developed a C++ geometry-modeling application gaining in-depth experience with the half-edge data structure.</li><li>• Engineered and unit-tested six core C++ mesh-processing modules—ReadFile, Triangulate, Simplification, ComputeNormals, Silhouette, and Catmull–Clark subdivision—achieving 100% pass rate across the automated test suite.</li><li>• Awarded a top score of <b>21/20</b> for exceptional implementation and understanding.</li></ul>	

## EVENTS

<b>Game Jam</b> <i>Game Development Hackathon</i>	Sep 2023 <i>Unity, C#</i>
<ul style="list-style-type: none"><li>• Developed a third-person labyrinth game in 48 hours, featuring multiple difficulty levels (Easy to Genius) <a href="#">Link GitHub</a> <a href="#">Link video</a></li></ul>	
<b>European Hackathon</b> <i>Ministry of Ecological Transition Hackathon</i>	Mar 2023
<ul style="list-style-type: none"><li>• Participated in a hackathon alongside individuals from across Europe.</li><li>• We were a team of four individuals, and we developed a prototype of a device designed to encourage children to use public transportation independently.</li></ul>	

## PUBLICATIONS

<b>xApps for DDoS Attacks Detection and Mitigation in 5G-V2X O-RAN Networks</b> <i>IEEE Research Publication</i>	Sep 2024
<ul style="list-style-type: none"><li>• Co-authored this research paper, contributing to the development and implementation of xApps for real-time DDoS detection and mitigation in 5G-V2X O-RAN networks. DOI: 10.1109/CIoT63799.2024.10757133</li></ul>	