Houssem Edine Andolssi

MERN Stack & React native Developer

Motivated and experienced Full Stack Web and Mobile Developer with over 2 years of experience in developing and maintaining web applications using the MERN stack and React Native. Skilled in Typescript, Redux, React Query, Bootstrap, Tailwind, and other related technologies. Committed to delivering high-quality and user-friendly web solutions.

Contact

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Portfolio
https://houssemeddineandolssi.vercel.app/

Skill

- Javascript
- MongoDB
- Typescript
- Next.js
- React
- React Native
- Node.js
- Tailwind CSS
- Express.js
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Education

2011 - 2012

- **Institut Supérieur des Arts Multimédia de la Manouba**

2012 - 2014

- **Académie Pilote des Arts et de la Création**

Autodesk Authorized Training Centers

Language

English

French

Arabic

Experience

2021 - present
eDonec | Tunis, Tunisia

full stack JavaScript developer

- Collaborated with a team of developers to design, develop, and maintain web applications for Edonec's clients using React and React Native.
- Leveraged the MERN stack (MongoDB, Express, React, and Node.js) to create efficient and scalable web applications that handled a high volume of user interactions.
- Worked closely with front-end and back-end developers to ensure seamless integration of components, enabling smooth and interactive user experiences.
- Implemented industry best practices and coding standards to ensure the delivery of high-quality code, promoting code reusability and maintainability.
- Utilized Redux and React Query for state management, enhancing the performance and maintainability of complex applications.
- Designed and implemented beautiful and responsive web pages using Bootstrap, Tailwind, and other related technologies, ensuring a consistent and visually appealing user interface.
- Conducted thorough testing and debugging of applications to identify and address any issues, ensuring the stability and reliability of the software.
- Collaborated with UX/UI designers to translate design mockups into fully functional and aesthetically pleasing user interfaces.
- Developed and integrated RESTful APIs, enabling efficient communication between the front-end and back-end components of the applications.

2016
Galactech Studio | Tunis, Tunisia

3D Artist

- Collaborated with a team of game developers to design and implement high-quality 3D assets for various game projects.
- Created visually stunning environments, characters, and objects using industry-standard software such as Autodesk Maya, Blender, and Substance Painter.
- Ensured optimal performance and visual fidelity of assets through efficient polygon optimization and texture mapping techniques.
- Implemented animations and rigging for characters, ensuring smooth and lifelike movement in the game world.
- Participated in art direction discussions and provided valuable input to shape the visual style of the games.
- Actively engaged in troubleshooting and resolving technical issues related to 3D assets during the game development process.

Projects

- **mpsy.tn**
- **keplertravel.com**
- **ream-movie.com**