



BADR BENABDELLAH

STUDENT IN THE SECOND YEAR OF THE SOFTWARE ENGINEERING AND
INTELLIGENT SYSTEMS

Age : 22 years old

CONTACT

+212 634562555

benabdellahbadr3@gmail.com

badrbenabdellah

Badr Benabdellah

Programming Languages :

- C / C++
- JAVA
- Python
- PHP
- JavaScript
- Typescript

TECHNOLOGIES

- React / Angular
- Node.js
- Docker
- Fast API
- GIT
- SpringBoot
- Laravel

SOFTWARES:

- Postman
- Postman
- PostgreSQL
- JIRA

DESIGN AND MANAGEMENT

- MERISE
- UML
- SCRUM

DATABASES

- MongoDB
- PostgreSQL
- MySQL
- Oracle

SKILLS

- Adaptability
- Creativity
- Critical thinking
- Communication
- Team spirit

LANGUAGES

Arabic : Native

English: Intermediate

French: Intermediate

PROFILE

Second-year student in software engineering and intelligent systems, with a solid background in web design/development and machine learning. Passionate about computer science and eager to develop my technical skills. Open to learning new technologies and ready to tackle challenges within dynamic teams.

PROFESSIONAL EXPERIENCE:

Design and development of a tendering platform

Kiinov April 2023 (3 months)

- Design and development of a tender submission, evaluation and award management platform, ensuring streamlined workflows and user-friendly navigation, using UML and MEAN STACK

EDUCATION:

Software and Intelligent Systems Engineering Cycle 2023-2026

Faculty of Science and Technology of Tangier (FSTT)

Bachelor of Computer Engineering 2020-2023

Faculty of Science and Technology of Tangier (FSTT)

Baccalaureate Mathematical Sciences A 2019-2020

Abdelkarim Al Khattabi High School Nador

PROJECTS:

Invest Buddy Platform (Machine Learning Engineer)

Python · scikit-learn · Random Forest

- Developed a machine learning model for real-time credit risk assessment and financial trend forecasting using scikit-learn, deployed via REST APIs for seamless integration.

Oracle DataBase Administration Web App

Spring Boot · NextJS · Oracle Database

- Develop a web application for Oracle database administration, including user management, backups/restorations, security, and performance monitoring

Jeu Mancala | Développeur en IA

Java · SWING · MIN-MAX · ALPHA-BETA

- Development of a Mancala game in **Java** using **Swing**, integrating **Min-Max** and **Alpha-Beta** pruning algorithms for optimized AI and an ergonomic user interface.

Jeu Unity 2D

C# · Unity · Design Pattern · BFS · DFS · A* · Dijkstra

- Development of a 2D Unity game using C#, implementing Design Patterns, and pathfinding algorithms such as BFS, DFS, A*, and Dijkstra for optimized gameplay mechanics.

Extracurricular experience

- **Team Leader Club IT GEEKS (FST Tangier)** Sep 2023 - June 2024
- **Member Club IT GEEKS (FST Tangier)** Sep 2022 - June 2023