

Moemen Khchimmadi

Full Stack Engineer

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Summary

Currently a computer engineering student, I am looking for an end-of-study internship.

Education

National School of Engineers of Carthage <i>Engineering degree in computer science</i>	Sep 2022 - Present
Preparatory Institute for Engineering Studies of El Manar <i>Pre-Engineering, Mathematics and physics</i>	Sep 2020 - Jun 2022

Professional Experience

Summer Internship: Full Stack Developer <i>Daleelteq</i>	Jul 2024 - Sep 2024
Form template generator <ul style="list-style-type: none">Created dynamic elements with a drag-and-drop interface for easy repositioning, while also enabling configuration through dialogs to customize its properties.Implemented form elements, such as text fields, checkboxes, and sections, etc.Integrated Camunda for business processes related to the forms.Installed and runned the application in different environments via Docker. Technologies used: Angular CDK, Tailwind, Spring Boot, Camunda, Docker and PostgreSQL	
Summer Internship: Data Analyst <i>Cleanolia france</i>	Jul 2023 - Aug 2023
<ul style="list-style-type: none">Generated graphs from website visitor data to produce statistics using Looker Studio, along with libraries like Pandas and OS for enhanced data analysis. Technologies used: Python, Excel and Jupyter Notebooks	

Projects

E-learning Web Application <i>[Github]</i>	Mar 2024 – May 2024
<ul style="list-style-type: none">Developed a secure and scalable backend using Spring Boot and Spring Security, ensuring seamless user authentication.Created a dynamic user interface with Angular, enhancing user experience through responsive design.Implemented unit testing with JUnit to ensure code quality and reliability. Technologies used: Angular, Spring Boot, Spring Security, JUnit, Git and MySQL	
Galaga game <i>[Github]</i>	Dec 2023 – Feb 2024
<ul style="list-style-type: none">Developed a modern Galaga game using Java and JavaFX, providing smooth graphics and interactive gameplay mechanics.Created an intuitive user interface with FXML, allowing for easy navigation and enhanced player experience. Technologies used: Java, JavaFX and FXML	

Skills

Languages: Java, C++/C, Python, TypeScript, JavaScript, C#, PL/SQL, HTML, CSS	Tools/DevOps: Git, Docker, Camunda
Technologies: Angular, Spring Boot, .NET, Node.js, Express.js	Data base: PostgreSQL, MongoDB, MySQL
	IDE: Visual Studio, IntelliJ, Eclipse, PyCharm

Community Life

Member of CPC Enicarthage	Oct 2022 - Present
Junior Member of Melkart Junior Enterprise	Oct 2021 - Mar 2023
Media Manager at Dynamic IPEIEM	Mar 2021 - Feb 2022

Language

Arabic: Native English: Bilingual French: Bilingual

Interests

[Problem solving] Innovation Chess