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| **Chiheb Bejaoui,** BSc  Senior Solution Developer  LinkedIn; <https://www.linkedin.com/in/no-place-like-127001/>  Website: <https://ch1heb.github.io/about/>  (Canadian PR Holder) | North York, ON, M2N 3G6  (437) 225-9029  [chiheb@engineer.com](mailto:chiheb@engineer.com) |
| **SUMMARY OF QUALIFICATIONS** My unique mix of previous work experience working for startups with accelerated time to market to deliver multiple MVP’s led me to acquire a large selection of tools and programming languages, as I wear a lot of hats during my journey delivering an MVP with an accelerated time to market, using:   |  |  | | --- | --- | | Languages | Java - C# - Kotlin - Javascript - JQuery - C++ - Shell - NoSQL - MySQL - SQLite - Python - Lua - CSS - HTML - XML - Bootstrap - QML | | Tools/IDE | Android Studio - Unity3D - ROS - QT Creator - FFMPEG - Axure -- GStreamer - mqtt - GIT - Notepad++ - Visual Studio - bugzilla - Opencv - WebRtc - videojs - PDFjs - CKeditor - Jira – Trello – Oracle – POSTMAN – Retrofit - ROOM | | Field of application | Chabot’s - AR - VR - Web Services - Mobile - Linux Servers - Embedded Systems- Ecommerce - Payment gateways– Game dev - Video Streaming - UX | | OS | KaliLinux, Rasbian, Ubuntu, Linux, Windows | | Cloud | AWS EC2- IBM Watson - GCP - Azure - Firebase - Dialog Flow | | **SKILLS**  * Android Development. * QT - QT Creator * Embedded Systems * Game Dev (AR - VR) * ASP.NET * Linux - Servers- Shell Scripting - ChatBots * UX - Axure  **EDUCATION** Bachelor IT, ISETN University  AWS, Kotlin, other courses  Scrum Method, SCRUMstudy  Web Services  Mobile Dev  **LANGUAGES**  English, French |

# **PROFESSIONAL EXPERIENCE**

## **VTRAC Robotics** Feb 2019 - Present

### Research and Development:

* Android based consumer and service robots Development and implementation of AI capabilities using Android Kotlin, cloud-based NLP, STT, TTS engines enabling users to communicate and command specific tasks in which the Robot will distinguish and execute.
* Design and development of real-time Android Kotlin based remote control for sanitizing robots by enabling embedded video streaming solution and navigation controls for FPV capability in addition to consuming Restful API.
* Android app running on a disinfection robot reskin and features enhancements with migration to Kotlin to replace old Java modules also optimization to include more features including FPV, remote control and task scheduling.
* Consult with clients and internal team members to develop, conceptualize, and implement strategies and designs for websites.
* Provide and prepare creative and original website layouts that are interesting yet simple to Navigate to optimize the user experience.
* Plan, create, write, and integrate user interfaces and use technical skills such as JavaScript, HTML, JQuery, and CSS.
* Arrange coordination with the internal team, including performance follow up, problem resolution and site performance, troubleshooting and backup.
* Conducting research study of analyzing user behavior and HMI by setting up various user metrics to measure usability and intuitive design and apply the finding to deliver a fully adaptive experience for the target user.
* Performing periodic security audits for hosted websites and patching potential vulnerabilities and providing recent updates and backup while in current with any published zero-day exploits.
* Translating Customer Requirements into technical specifications with actionable Design Inputs that will be delivered in the product plan based on agile user stories and short, time-boxed sprints.
* Writing software requirement specification reflecting the technical features that will be implemented based on the priority and regulatory requirements intended to cover development approach, design preferences, and architecture requirement to maintain a scalable and stable product.
* Performing technical reviews examined by project personnel, managers, customers, user representatives, and other interested parties for comment or approval of implemented software and hardware solutions.

## **StreamPixel** — *Software Engineer* Jan 2017 - December 2018

### Research and Development:

* Design and Development of an Android app to work as an admin dashboard allowing the user to control the deployed devices, (Android Studio, Restful API, Room, SQLite, MQTT, Java, XML)
* ESignature Solution (Native Android): signature system downloading forms, rendering, editing and merge the files after the user sign then connects to the payment solution allowing the full process to be automated. (Android, Java, C#, XML, HTML, CSS, MySQL, PDF, JavaScript, JQuery)
* Video Encoding and Streaming (FFmpeg - WOWZA - GStreamer)
* Used Azure cloud to orchestrate the scheduled tasks of deployed devices.
* Payment Solution (ASP.NET - SEPA GENERATOR - IBAN VALIDATION & CALCULATION): Collecting and validating the list of payment information to automate the SEPA file generation in order to pass it to the bank for payment processing, in addition to digital signature confirmation.
* UX Design Axure RP: Designed mockups for different projects in order to validate and optimize the user experience.
* Hosting Solution (Linux , CPanel, penetration testing): built an internal hosting solution to deploy the MVP under stable and customizable environment, which include video streaming engine, video encoding, web hosting, and remote SMS gateway exposing web service from the embedded board and consuming it through the asp.net application. (Python, C, C#, SQL, HTML, CSS, REST)
* Web dev (Front-end - Back-end): Design and development of a web application that communicates with a combination of software and hardware using different protocols and technologies including REST web services, NoSQL, SQL, Video streaming, Video transcription, payment processing, Authentication, role management.
* Microsoft ASP.Net MVC environment.
* TCP / IP protocol, network programming and IP network transmission
* video encoding (h264, h265); streaming protocols (RTSP, HLS, ...) as well as the tools: Wowza, Video Player (JW, OSMF, ...)
* Participated in project analysis and validation of technical feasibility.
* Writing the detailed functional and technical specifications of the product.
* Coordinating the project with a multidisciplinary team working on related aspects of the product.
* Generated functional and reusable code according to best practices.

## **ImagineDev** — *Software Developer* February 2016 - January 2017

Research and Development:

***Game Dev (Unity3D - C#)***

* Cross-platform development for mobile apps targeted for deployment to Android and IOS based devices
* Enrolled in all the project aspects from Conception to Design, Development and implementation of different modules of the game and performed optimization and compression for mobile friendly deployment.
* Launched and tested new mobile games as well as provide maintenance to existing mobile games.
* Implemented game functionality as per design specifications Work with SDK and unity plugins.
* Participated in defining the key technical requirements.
* Responsible for the conceptual architecture of games and Integration with ad networks and other 3rd party SDKs
* Worked with designers and artists to create new features and content in the game, as well as fix bugs, improve performance, and write tools to improve the efficiency

## **INTERNSHIPS**

## **Tunisie Telecom** — *Intern* January 2015 - February 2015

Research and Development:

Developed an Android Native App for Geo-localization of faulty cables and adding coordination to a remote Database (SQLite - MySQL - PHP - Java - XML - Json).

## **CCK Al-Khawarizmi Computing Center —** *Intern* January 2014 - February 2014

Research and Development:

Developed an Android Native App for Geo-localization of faulty cables and adding coordination to a remote Database (Android SQLite - MySQL - PHP - Java - XML - Json).

# **OTHER PROJECTS AND FREELANCE**

## **Embedded and mobile - 2017**

Build and design of a retail application that communicate with the inventory management system to provide real time notification about the inventory status on the shelf of the store during the shopping hours and give insights about each needed reload in specific location using load sensors connected to an embedded board running Linux based OS which communicate with the inventory management system.

OpenCv (Python), REST, Web (HTML, CSS, JavaScript, JQuery), Cloud (IBM Watson, AWS), IOT (mqtt, python), Camera module, Load Sensors, HC SR04, BLE.

## **Augmented Reality - 2016**

Mobile app, teaches kids animals like a virtual zoo Incorporating Augmented Reality into highly visual, interactive educational experiences It allows students to see virtual content as appearing in the real world. Unity3D, Vuforia.

## **Drone ground control station and UAV - 2016**

Design and developed a base software to allow the implementation of the remote control capability to be performed by a software in order to push full autonomy in future implementation as a graduation Project. Android Studio, Unity3D, C, C#, Lua, Web Sockets etc..

ESP8266, ATmega328p, gyroscope, Accelerometer, mpu6050

## **Mobile Game - 2016**

Design and development of Mobile Game released on Android Devices. Unity3D, C#.

Developing different modules of application including menu, score calculation, levels difficulties, networking, and deployment to the google Play Store.

# **EDUCATION**

## **Higher Institute of Technological Studies of Nabeul,** — *Bachelor's degree, Information Technology*

### JUNE 2016

Embedded Systems and mobile applications development.

\*Evaluated and recognized by University of Toronto