

SOFIANE H. DJERBI

Computer Science | Information Technology

☎ (+33)695 800 269 @ contact@kugge.dev kugge.dev

github.com/Kugge 📍 France, 26000 Valence

👤 I'm a 22 years old enthusiastic developer with a passion for reverse engineering and a focus on back-end technologies.

</> KEY SKILLS

Languages Python, Java, C++, C, SQL, Haskell, Bash, OCaml, Rust, C#, GLSL
Tools Git, Maven, Gradle, CMake, Linux, \LaTeX , Github, vcpkg, Conan, MongoDB

👛 EXPERIENCE

- | | |
|-------------------------------|--|
| August 2021
September 2022 | Freelance developer, KUGGE, Working from home <ul style="list-style-type: none">➤ Juggled freelancing projects, meeting tight deadlines with top-notch quality.➤ Partnered with clients from varied sectors, tailoring solutions to unique business needs.➤ Fostered lasting client relationships, leading to referrals and a steady project stream. <div>JavaReverse engineeringBashSysAdminDevOps</div> |
| September 2021
July 2022 | Math Tutor, DLST, Université Grenoble Alpes <ul style="list-style-type: none">➤ Weekly monitoring of first-year students.➤ Ensure understanding of abstract mathematical concepts.➤ Supervise a group of students and introduce them to a mathematical topic. <div>Set TheoryApplied MathematicsReal Analysis</div> |
| December 2021
April 2022 | Internship (Project Manager), CEA LETI, IM²AG <ul style="list-style-type: none">➤ Project planning and scheduling.➤ Working with a group of students on a project.➤ Interfacing microcontrollers. <div>Visual BasicPythonMicrocontrollerProject ManagementAPI Creation</div> |

🌐 LANGUAGES

French (Native) ●●●●●
English (B2.2) ●●●●○

+ STRENGTHS

- Quick learner, absorbs new knowledge with ease
- Resourceful problem solver, consistently innovative
- Strong teamwork skills, communicates effectively when needed.

🎓 EDUCATION

2022 - 2023 **Magistère** de Mathématiques
2019 - 2022 **Licence** Mathématiques et Informatique, mention "Bien"
2015 - 2019 **Baccalauréat** Scientifique, mention "Bien"

📁 EXAMPLE PROJECTS

- | | |
|--|------|
| KAIJUJ
github.com/KaiijuMC/Kaiiju
A multi-threaded game server software that incorporates a new ZSTD compression system, reducing disk space usage by 50%. It offers options to select game mechanics, and significant game improvements such as asynchronous path-finding.
<div>JavaReverse-engineeringThreadingGuavaZSTD</div> | 2023 |
| NONOGRAM SOLVER
github.com/Kugge/Nonogram-Solver
Use SAT solvers to solve Nonograms, making it an excellent way to benchmark the performance of such solvers. Additionally, it comes with an automatic Nonogram scraper, serializer, and deserializer.
<div>PythonSerializationScrappingLogicSat Solvers\LaTeX</div> | 2021 |
| PYBOYENV
github.com/Kugge/PyBoyEnv
A Python package that allows you to turn any Gameboy memory event into a reinforcement learning environment rule. Allowing you to use any Gameboy game as an OpenAI Gym environment, suitable for both exploratory and educational purposes.
<div>PythonPyBoyReinforcement LearningGym</div> | 2020 |