



Chihabedine AOURINMOUCHE
Software Engineer @ AVISTO Telecom

About

In summary, I'm a keen Web Engineer and Game Designer (Developer) with a particular interest in RESTful APIs. I'd spend 6 hours creating a script to automate a 15-minute process that will occur 24 times.

Contact & Languages

Nice 06000, Côte d'Azur, France
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Bilingual Arabic
Bilingual English
Bilingual French
Beginner Spanish

Professional Experience

2024-2025, Front-End Engineer @ AVISTO
Collaborated with a state organization, utilizing React for dynamic user interfaces and Spring Boot for robust backend services. Enjoyed helping my team in crafting intuitive and efficient solutions to meet farming and animal healthcare needs.

2023-2024, Full-Stack Software Engineer @ Schneider Electric
I was introduced to an EdgeX-Foundry based solution on which I worked as part of a team of roughly 20 members, which is, on its turn, part of an international ecosystem. I was entrusted the role of expert in Micro-services, in Full-Stack development techs, and in DevOps as I was the only one there in my team to welcome and train the junior new-comers.

2022-2023, SAP/Full-Stack Software Engineer @ Schneider Electric
As part of a small team, I implemented a solution integrating SAP solutions into an Edge Computing application. I must note that our solution received particular cheering from the head of Industrial Automation.

2021-2022, IOS Developer & Full-Stack Software Engineer @ Color Grail Research
I joined a startup working on a Web and Mobile solution to improve Spectro-Photo-Metry in various industries. My contribution covered Scientific Research, Algorithm Implementation, and Infrastructure Setup. The industrialization of the test-infrastructure helped automate manual processes, thus adding more security and speed to the process of software and hardware testing.

2021-2021, SAP & Web Developer Intern @ SAP France
As part of an immediate team of 8 members and a much larger global team, I participated in developing new components for one of the services within the SAP Cloud ALM ecosystem.

2020-2020, Research and Development Intern @ I3S Sophia Antipolis, France
What started as a class project lead to an intern position at I3S where I worked on an IoT project aiming to provide IoT applications with Knowledge-base based tool of conflict detection.

2018-2018, Backend Web Java Developer @ WafalImmobilier, Casablanca
As part of a 5-member team, I worked on adding new features to a application aiming to categorize banking customers according to their loan payment habits and behaviors.

2018-2018, Freelance Android Developer @ Pharmacie HAMZI, Casablanca
As a side hustle, I worked with a pharmacist to provide a tailored mobile solution allowing management of the pharmacy's finances.

Education

2021, Master in Computer Science, Université Côte d'Azur
On top of having specialized in Semantic Web and Web Development, I studied techniques of Scientific Research that I applied in various projects throughout the degree.

2018, Bachelor in Computer Science, Université de Caen Normandie
Within the first 2 years, I studied general topics in Computer Science, and within the third year, I leaned more towards Software Development and Algorithmics.

2014, Bachelor in Bio-Technology, École des Hautes Études de Biotechnologie, Casablanca, Maroc
Interested by Biology and Technology, I studied Bio-Technology where I was introduced to concepts in Biology, Health, and Computer Science.

2011, Science, Lycée le Pont, Casablanca, Maroc
I studied highschool science in a French-speaking institution which solidified my French, preparing me thus for joining University abroad.

Skills

- ★★★★☆ Vue

★★★★☆ UML

★★★★☆ OOP

★★★★☆ Design Patterns

★★★★☆ Agile

★★★★☆ SAlFe

★★★★☆ ReactJS

★★★★☆ Spring Boot

★★★★☆ NodeJS

★★★★☆ JUnit

★★★★☆ Cucumber

★★★★☆ SQL
- ★★★★☆ CSS

★★★★☆ JavaScript

★★★★☆ TypeScript

★★★★☆ Java

★★★★☆ Python3

★★★★☆ C++

★★★★☆ NoSQL

★★★★☆ REST API

★★★★☆ DevOps

★★★★☆ SAPUI5

★★★★☆ Mockito

★★★☆☆ SAP Cloud ALM
- ★★★★☆ Go

★★★★☆ Bash

★★★★☆ Obj-C

★★★★☆ PHP

★★★★☆ LUA

★★★★☆ Pinia

Projects

Web Resume
Developing a web application 'Web Resume' allowing users to create dynamic, interactive resumes with multimedia elements. This solution aims to Increase user engagement through embedded videos and skills visualizations. Work in progress...

Python3 Django TypeScript JavaScript Vue3 Pinia Git Docker Bash

AI-powered Sokoban
As part of a class project, I developed the Sokoban AI-powered game. The AI solution aimed to create an automatic solver of the game.

OOP Python Java PyGame Git A-Star

BabelJS
I participated in a video game development contest created by Microsoft featuring their Web based 3D Rendering Technology BabylonJS. As part of a 3-student team, we managed to enter the contest with a video game that gathered most of the aspect of an intriguing video game. We managed to win the prize of the best graphics (For the second time in a row.)

JavaScript NodeJS Babylon.js Blender Photoshop

Web Development Tutoring
Tutored a student in order to prepare for an exam to access school by coaching her in web application development. The student passed the exam and managed to join the school.

HTML CSS JavaScript Git

Robot
A maze solving robot developed using Arduino.

Arduino C++ Git

Standalone Pseudo-Random Terrain Generator
As part of a class project, I developed two versions of a standalone terrain generator, one in Java and the other in Python.

Python3 Java Git

Viridis
As part of a 3-student team, we participated in a video game contest where we won the prize of best graphics. The game was developed using the platform Pico8.

Pico 8 LUA

Scientific Study - Graph Theory
As part of a class project, in a team of three students, we produced a study document about the use of graph theory in solving problems such as mazes. We developed a Python application that generates a maze and its solution in order to demonstrate our case.

Python Git