

CHIEB CHIKHAOUI

Software Engineer Intern

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chiheb-chikhaoui



EXPERIENCE

Software Engineer Intern

Wevioo

Aug 2022 – Oct 2022

- Created custom plugins and integrations for **Joget Workflow**.
- Developed multiple services using **Python**.
- Successfully increased software flexibility by 10% through the implementation of **Java Bean Shell**.

Co-Founder & Tech Lead

Westic

Sep 2021 – Aug 2022

- Led a team of 5 junior web developers to develop the web application in 4 months using **React JS & Node JS**.
- Designed and implemented a new user interface for the website, resulting in a 12% increase in web traffic.
- Successfully raised \$20k by BetaCube in seed funding to support the launch of the start-up.

Software Engineer Intern

National Frequency Agency (ANF)

Jul 2020 – Aug 2020

- Created and implemented software (Automatic Violation Detection Converter) to treat frequency data for the spectrum management and monitoring team using **C++ & QT**.
- Successfully heightened efficiency by automating manual processes, resulting in a time savings of 2 hours per day per Engineer.
- Reduced the error rate from manually converting files by 95%.

TECHNICAL SKILLS

- Programming Languages:** Python, Java, Javascript, TypeScript, Kotlin, Swift, Dart, C++, C, C#.
- Technologies/Frameworks:** React.Js, Node.Js, Angular, Flutter, .NET Core, QT, Spring Boot, Joget.
- DevOps:** Docker, Jenkins, Vagrant, Grafana, Prometheus, Nexus, Git.
- Databases:** Microsoft SQL Server, MySQL, MongoDB.
- Developer Tools:** GitHub, Vs Code, Visual Studio, IntelliJ, Anaconda, Unity.
- Design Tools:** Figma, AdobeXD, Photoshop, Illustrator.

LANGUAGES

English
French
German



EDUCATION

M.Sc. in Software Engineering

Esprit School of Engineering

Aug 2018 – Present

PROJECTS

E-Health AI Project (InterX)

- Built a Machine Learning model to detect sickle cell disease from blood samples with 80% accuracy using **Python, YoloV5 & OpenCV**.
- Developed a cross-platform application to increase time and cost of diagnosis by 50% using **React.js, Flutter & Node.js**.

Social Media Mobile App (OnStage)

- Designed, built, and maintained a social media mobile application for **iOS** using **Swift** and **Android** using **Kotlin**.
- Utilized **Node.js** to create a scalable and secure backend for the social media app, implementing **RESTful APIs** to handle user data and media content.
- Implemented real-time updates and notifications using **WebSockets** and **Socket.IO**.

AR Mobile Game (BiChef)

- Developed a mobile AR game using **Unity** and **C#**, utilizing **XR Kit** for AR experiences and object recognition.

DevOps Mini Project

- Automated the build, test, and deployment pipeline using **Jenkins**, integrating with **Git** for version control.
- Utilized **Docker** and **Docker Compose** to create isolated and reproducible development environments.

VOLUNTEER WORK



Enactus Esprit ICT

Nov 2019-Mar 2020: Active Member

Mar 2020-Apr 2021: Project Manager