Dhaker Badri

Software Engineer

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PROFESSIONAL EXPERIENCE

STEPS, Tunis— *Web Developer*

Juin 2023 - August 2023

–Developed responsive web app admin dashboard for HR purposes, enabling employee management, data visualization, and insightful statistics.

Technologies : Angular, .Net, SQL

Collision, Tunis— *CEO & CTO*

January 2022 - February 2023

–Secured top 10 startup funding through resilient performance in rigorous evaluation by international investors ; Event's link

–Led the creation of our website as the Chief Technology Officer (CTO) and CEO. Developed a detailed project plan that ensured the website aligned with our goals.

–Infused artistic flair across all project aspects, including website, and guided artistic direction while integrating graphic design expertise into UX/UI for our digital offerings.

IBM, Tunis— *Initiation to professional life*

January 2018 - February 2018

–Managed client payments by organizing data using Microsoft Excel.

EDUCATION

Higher school of engineering, Tunis

– DIPLOMA IN SOFTWARE ENGINEERING

SKILLS

Coding :
JavaScript, TypeScript,Dart, C++, C, C#,Python, Java

Front end :
Angular, Flutter, HTML5, CSS3, Sass

Back end :
.Net, Spring Boot, NodeJs, ExpressJs SQL, Symfony

DevOps :
Docker, Git, Jenkins

Data management :
MongoDb, MySql

Project management :
Agile/SCRUM, Figma,Trello, GitLab

Design:
Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe InDesign, Adobe Premier

VOLUNTEERING

ROTARACT – Phoenix Sud
March 2019 – April 2020

LEO– Carthage Sunshine
September 2020 – june 2021

LANGUAGES

French | Arabic : Native

ACADEMIC PROJECTS

MuniSignaler — *Mobile application*

September 2023 - November 2023

Enabling residents to report and track local issues, enhancing civic engagement and communication with municipal authorities.

– Technical Environment : Flutter, Android Studio,NodeJs, ExpressJs, MongoDB Compass, Github

UNDER RACE — *Mobile game*

January 2023 - May 2023

Innovating mobile racing games by infusing them with an online multiplayer component and introducing unique gameplay features.

– Technical Environment : C#, Unity, Mirror, Maya3D, GitLab, ExpressJs, NodeJs, MongoDB Compass

EduMaster — *Mobile & web application*

February 2022 - June 2022

Development of an online educational platform during the COVID-19 pandemic, facilitating online studies for primary school students.

– Technical Environment : Symfony 4, JavaFX, CodeName One

PERSONAL EXPERIENCE

Graphic Designer — *Freelance*

October 2017 - Present

Managed to create distinctive visuals for clients and companies in :

 –Event management

 –Clothing brands

 –Arts

 –Portfolio's link.