

Hichem Dimassi

Software Engineering student in web/mobile development

My goal is to increase my knowledge in the field of mobile and web development and to integrate myself into the professional world.

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EDUCATION

Degree in Software Engineering

Ecole supérieure privée d'Ingénierie et de technologies (ESPRIT).

09/2017 - Present

Scientific Baccalaureate

High School Rue de Russie

09/2013 - 07/2017

WORK EXPERIENCE

Mobile Engineering Intern

Telcotec

06/2021 - 08/2021

Achievements/Tasks

- Work in a Scrum environment.
- Development of a software module for evaluating the quality of voice service for mobile networks.
- Development of a mobile application with Android Studio to pass automatic call tests.
- Technologies: Android Studio - Java - XML - MySQL

Software Engineering Intern

Banque de Tunisie

06/2019 - 07/2019

Achievements/Tasks

- Assistance and observation of the various tasks done by the IT Maintenance department.
- Assistance in replacing hard drives with 128 GB M2 SSD's.
- Receipt of complaints by telephone.
- Repairing an old IBM X3500 server.

SKILLS

HTML

CSS

Javascript

Java

php

C / C++

Python

Dart

Swift

TypeScript

XML

SQL

React.js

Vue.js

Next.js

Symfony

Node.js

Spring

MySQL

MongoDB

Wamp

Firebase

Android Studio

Flutter

React Native

Android

Docker

ACADEMIC PROJECTS

Mobile application for Android / IOS platform
(10/2020 - 12/2020)

- Development of a mobile application under both Android and IOS platform.
- Creating the Backend with all the requests using Node.js
- Technologies: Java - Android Studio - Xcode 11 - Swift 5 - Node.js - Wamp - SQL

Development of an application under three different platforms (01/2020 - 05/2020)

- Development of a video sharing application on three platforms web, mobile and desktop using the Symfony, Codename One and javaFX frameworks.
- Technologies: Java - HTML, CSS3 - JavaScript - PHP - Wamp - SQL - phpStorm - symfony

Development of a monitoring application for connected objects (09/2018 - 12/2018)

- Development of a monitoring application with several sensors in a specific context of a smart city. Designed using the QT library.
- Getting to work with Arduino boards and how to connect them with the different sensors.
- Technologies: C, C++ - QT creator - StarUML - MySQL - Arduino

Isometric 2d Game (01/2018 - 05/2018)

- Development of a video game in C with the SDL library.
- Installing and preparing Ubuntu operating system for the development of the game.
- Technologies: C - SDL library - Linux - Adobe Illustrator/Photoshop

PERSONAL PROJECTS

Wallpaper App (10/2021 - 11/2021)

- Development of a Wallpaper App with Flutter and using the Pexels API to fetch the images. Technologies: Flutter - Dart - API

LinkedIn clone (09/2021 - 10/2021)

Development of a LinkedIn clone website using React.js and adding session management with Redux and Firebase for Backend. Technologies: React.js - Redux - Firebase

Portfolio Website (08/2021 - 09/2021)

- Development of a portfolio website using the framework Next.js and hosting it on Netlify. Technologies: Next.js - Javascript

LANGUAGES

Arabic

Native or Bilingual Proficiency

French

Native or Bilingual Proficiency

English

Full Professional Proficiency

German

Elementary Proficiency

INTERESTS

Sports (especially football)

Music

Quantum physics

Reading Manga