

AIT OUJKAL FAROUK

SOFTWARE DEVELOPER

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Rue des Quatre-Vents 51, 1080 Brussels



PROFILE

Having recently completed my studies and obtained my degree, I am now eager to start my professional career in the IT field. I enjoy turning ideas into concrete solutions through development and problem-solving, and I am motivated by working on real projects that create value. I am a team-oriented and curious person who enjoys learning from others and continuously improving my skills. I am looking to grow within a structured and innovative environment where I can contribute, learn, and evolve alongside experienced professionals.

EDUCATION

Bachelor of Technology

IT : application development

Helb Ilya Prigogine, Brussels

2022 - 2025

Secondary school

Scientific studies

Campus Saint Jean, Brussels

2016 - 2022

SKILLS

- Programming Languages : Java, TypeScript, C#, JavaScript, HTML/CSS
- Database Management : SQL, PL/SQL
- Project Management Tools : Jira, GitHub Projects (Kanban)
- Frameworks : Angular, React, JavaFX
- Soft Skills : Communication, teamwork, attention to detail, problem-solving

LANGUAGE

- French (C2)
- English (B2)
- Dutch (A1)

REFERENCES

AMA EUROPEAN CONSULTING :

Arsène Laurent

Developer Consultant | Lead Developer

Rue Berthelot 154, 1190 Forest

+32 497 32 16 44

arsene.laurent@ama-ec.com

WORK EXPERIENCE

AMA European Consulting

Developer Consultant - Internship

Jan 2025 - Jun 2025

- Development of an application in Node.js using TypeScript and PostgreSQL.

ACADEMIC PROJECTS

HelbHotel

Jan 2025 - Jun 2025

- Developed a hotel room reservation management application using JavaFX.
- Designed and implemented an intuitive user interface for efficient booking and room management.
- Applied the Model-View-Controller (MVC) design pattern to maintain clean and scalable code.

BasketBall_LiveScore

Sep 2024 - Jan 2025

- Developed a web application for basketball match simulation using C# (back-end) and TypeScript with Angular (front-end).
- Designed and implemented a comprehensive SQL database with numerous relational tables (teams, players, fouls, goals, minutes, timeouts, quarters, etc.) to accurately manage match data.
- Integrated SignalR to enable real-time score updates and seamless client-server communication.

HelbTower

Sep 2023 - Jan 2024

- Developed a solo RPG video game set in a medieval universe.
- Utilized JavaFX for graphical front-end development, ensuring a visually appealing and interactive user interface.
- Implemented the Model-View-Controller (MVC) design pattern for efficient and organized code structure.