# Lamine **Fetni**

✉ mlaminefetni@gmail.com | ▢ (+49) 17641937931 | ♦ Bremen, Germany | ⚭ www.lamine.dev

## Education

**University of Bremen**                                                                    *Bremen, Germany*
MASTER OF SCIENCE IN DIGITAL MEDIA INFORMATICS                                *Nov 2020 – Expected 2022*

**University of Constantine 2**                                                        *Constantine, Algeria*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE                                          *Aug 2016 – Jul 2019*

## Work Experience

**Chainstep**                                                                            *Hamburg, Germany*
FULL STACK ENGINEER (WORKING STUDENT)                                            *Jun 2021 – Present*
- Implemented an NFT Creation dashboard in React and a Linktr.ee clone in Express and Preact.
- Developed a URL Shortener backend microservice using Express and REST APIs.
- Developed of a data scraping and analysis tool using Python for internal use.
- Refactored a React application styles and imports which lead to 25% increase in page loading time.
- Developed an OAuth 2.0 authorization server in Node and Express.
- Implemented API Communications with the Algorand Blockchain SDK.
- Implemented end to end testing using Cypress for frontend testing.

**Hdraha Startup (HAPP)**                                                                *Algiers, Algeria*
CO FOUNDER / SOFTWARE DEVELOPER                                                    *May 2019 – Aug 2020*
- Collaborated with a team of 4 students to design and implement an AI funny face swap videos application.
- Software development of the Android App using Kotlin and Java.
- Implemented Test Driven Developement with Unit Testing using JUnit.

## Skills

**Languages:**   Java, Kotlin, Python, HTML/CSS, Typescript, Javascript, Dart, C#, SQL
**Frameworks:**  Node.js, React, Express, Flask, Django, Flutter, MongoDB, PostgreSQL, TensorFlow, Redux
**Tools:**       Git, Docker, Linux, CI/CD, Cypress, Unity, API Design, Firebase, Google Maps API, Agile

## Projects

**The Watcher Bot (Web applicaton & Discord Bot)**          *Typescript, Node.js, MongoDB, Next.js*

A WEB DASHBOARD MADE WITH NEXTJS AND NESTJS AND A DISCORD BOT THAT LETS USERS COMMUNICATE BETWEEN SERVERS USING SHARED CHANNELS DEVELOPED USING NODE AND MONGODB, HOSTED IN AWS.          *thewatcher.xyz*

**GoRide (Android App)**                                        *Kotlin, Java, Android SDK, Firebase*

A CARPOOLING ANDROID APPLICATION FOR THE ELDERLY AS A PART FOR MY THESIS PROJECT DEVELOPED USING KOTLIN AND FIREBASE AS A BACKEND (FIREBASE AUTH FOR SIGN UP AND FIRESTORE NOSQL FOR THE DATABASE).          *github.com/for-hope/GoRide*

**YTCaptionSearch / Pewdstudio (Python / Web Application)**                       *Python, Flask*

A YOUTUBE CLIP SEARCH ENGINE USING SET OR AUTO GENERATED CAPTIONS TO FETCH OR CREATE CLIPS FROM A TEXT INPUT FOR CERTAIN YOUTUBE CHANNELS. WRITTEN IN PYTHON WITH FLASK.          *fansign.io*

**TCG Classifier (Machine Learning Classifier)**                                *Python, Keras*

A MACHINE LEARNING CLASSIFIER FOR DETECTING AND CLASSIFYING TRADING CARDS IN IMAGES AND PREDICTING THEIR BRAND AND TYPE BUILT WITH PYTHON AND KERAS.          *github.com/for-hope/TCG-classifier*

**GameECHO - Improving voice detection in video games (Unity3D)**            *C#, Unity Engine*

A SYSTEM IMPLEMENTED IN A VIDEO GAME DEMO THAT ATTEMPTS TO IMPROVE VOICE DETECTION AND FALLBACK IN VIRTUAL ENVIRONMENTS BY USING THE ENVIRONMENT AND CONTEXT TO PREDICT UNRECOGNIZED VOICE COMMANDS THUS ENHANCING IMMERSIVNESS IN 3D AND VR GAMES.          *https://github.com/for-hope/GameECHO*