

# Zakaria Gourrane

Software Engineer

(617) 347.9853 · Zakaria.gourrane91@gmail.com · Boston, MA · [LinkedIn/](#) · [github.com](#) / [Portfolio](#)

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As a Software Engineering Immersive Fellow, I completed a rigorous three-month bootcamp, mastering full-stack technologies. Concurrently, during my Summer 2022 Research Internship at ENC, I collaborated on an Earthquake Forecasting System prototype, showcasing advanced research and analytical skills. Armed with a Bachelor's degree in Computer Science, I bring a unique blend of technical expertise and research acumen, eager to contribute to innovative software engineering projects.

## SKILLS

**Languages** - JavaScript, HTML, C, C++, JAVA, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL | **Database** - PostgreSQL, MongoDB | **Libraries and Frameworks** - React (class based and hooks), Express.js, Django, JQuery, Bootstrap  
**Other** - Familiar with LEGO MINDSTORMS, Familiar with UNITY / UNREAL, Git, Familiar with Android Studio, Excellent communication and multi-tasking skills developed.

## SOFTWARE DEVELOPMENT PROJECTS

**FingerSpelling-Sign Language | Android Application** [Fingerspelling-SignLanguage](#) **09/2021-05/2022**

- Designed and developed an Android application for facilitating communication between hearing individuals and the deaf community.
- Implemented Speech-to-Text functionality using Google Speech Recognition, allowing users to convert spoken words into text.
- Utilized SQLite database to store English letters and corresponding sign language images, enabling efficient translation of text to images based on sign language concepts.
- Ensured a smooth user experience by implementing a scrolling mechanism for displaying sign language images, accommodating texts of varying lengths.
- Published the application on the Google Play Store, offering free accessibility to users.

**Bouncing-Ball-Game | Front End Application** [Github/Bouncing Ball Game](#) **11/2023-12/2023**

- Developed a single-player brick-breaker game using JavaScript, HTML, and CSS. The game includes two levels, featuring a paddle controlled by keyboard input to prevent a ball from reaching the bottom of the screen.
- Applied JavaScript for game logic and interactivity, utilized HTML and CSS to structure the game interface and provide styling, and implemented user input handling for paddle movement along with collision detection for dynamic ball-brick and ball-paddle interactions.

**Online-Quiz-App | Full stack Application (React.js)** [Github / Online-Quiz-App](#) **12/2023-01/2024**

- Developed a full-stack quiz application using Express.js and React.js, allowing users to create, take, and delete quizzes.
- Implemented a user authentication system to enable secure registration, sign-in, and personalized quiz score tracking.
- Utilized MongoDB for efficient data storage and retrieval, implementing features such as quiz history and score display.

## PROFESSIONAL EXPERIENCE

**Software Engineering Immersive Fellow at General Assembly | Remote** **Nov 2023 - Feb 2024**

- Completed over 500 hours of intensive programming training in a comprehensive software engineering bootcamp
- Successfully delivered a variety of individual and collaborative projects showcasing full-stack engineering skills.
- Demonstrated adept utilization of diverse technologies including JavaScript, HTML, CSS, React, Express.JS, Node.JS, Mongoose, MongoDB

**UBER Driver** **Aug 2022 - Present**

- Provided safe and efficient transportation services while actively engaging in ongoing self-directed learning initiatives.
- Demonstrated strong time management skills by balancing driving responsibilities with self-improvement efforts.

**ENC Summer Research 2022 Dr.Cornely, Pierre-Richard** **05/2022 - 07/2022**

Build Prototype Earthquake Forecasting System:

- Completed research, compiled data, updated spreadsheets and produced timely reports.
- Gathered, arranged and corrected research data to create representative graphs and charts highlighting results for presentations
- Conducted consumer surveys and gathered data on purchasing habits for use in branding efforts.
- Evaluated potential subject participants to assess suitability for planned studies.
- Planned, modified and executed research techniques, procedures and test

## EDUCATION

**GENERAL ASSEMBLY | REMOTE**

*Software Engineering Immersive*

**02/2024**

**11/2023 -**

Full-stack software engineering immersive student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

**EASTERN NAZARENE COLLEGE| QUINCY, MA**

*Bachelor of Science in Computer Science*

**05/2022**

**LANGUAGES**

Arabic: Native