

Zakaria Gourrane

Software Engineer

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

I'm a software engineer with a talent for problem-solving, fueled by both a rigorous bootcamp experience and a degree in computer science. During an exciting internship, I contributed to building an earthquake forecasting system, sharpening my analytical skills along the way. At Howdy Code Agency, I brought websites to life as a Software Developer Associate. Now, armed with technical expertise and a passion for innovation, I'm eager to bring fresh perspectives to software projects, driven by my commitment to creating meaningful solutions.

SKILLS

Skills: JavaScript, HTML, HTML5, CSS, Java, Python, MySQL, MongoDB, TypeScript, React.js, Express.js, CSS3, JavaScript Frameworks, Django, jQuery, Bootstrap, Unity, Unreal Engine, Git, C++, Media Queries, NextJS, Agile, SQL, Data Structures & Algorithms, Communications, multi-tasking, IOS, Android Development, Web Development, UX, Technical Skills, Backend, Frontend, user interface, full-stack, Active learning, adaptability, Problem Solving, Analysis

SOFTWARE DEVELOPMENT PROJECTS

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

- Developed full-stack quiz application using Express.js and React.js, allowing users to create, take, and delete quizzes.
- Implemented 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.

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. Includes two levels, featuring a paddle controlled by keyboard input to prevent the ball from reaching the bottom of the screen.
- Applied JavaScript for game logic and interactivity, utilized HTML and CSS to structure interface and provide styling, and implemented user input for paddle movement and collision detection for dynamic ball-brick and ball-paddle interactions.

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

- Developed Android app for communication between hearing individuals and the deaf community, integrating Speech-to-Text feature using Google Speech Recognition.
- Utilized SQLite database to store English letters and corresponding sign language images, enabling efficient translation of text to sign language images.
- Implemented smooth user experience with scrolling mechanism for displaying sign language images, ensuring usability for texts of varying lengths.

PROFESSIONAL EXPERIENCE

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

- Completed over 500 hours of intensive programming training in 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

Associate Software Developer at Howdy Code Agency | Fes, Morocco **08/2022 - 09/2023**

- Supported senior developers in the design, development, and deployment of dynamic and interactive websites for various clients, contributing to the overall success of projects.
- Assisted in front-end web development tasks, including coding and implementing designs using HTML, CSS, and JavaScript, ensuring the creation of visually appealing and user-friendly interfaces.
- Participated in the integration and customization of Content Management Systems (CMS) such as WordPress and Joomla, aiding in the efficient management of website content for clients.
- Collaborated with team members to troubleshoot technical issues and debug code, demonstrating problem-solving abilities and contributing to the delivery of high-quality solutions on schedule.

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

- Conducted research, compiled data, and generated reports promptly.
- Created visually representative graphs and charts from gathered data for presentations.
- Collected consumer survey data on purchasing habits and assessed potential study participants, while planning and executing research techniques effectively.

EDUCATION

EASTERN NAZARENE COLLEGE| QUINCY, MA

Bachelor of Science in Computer Science

05/2022