

# HACHEM DHAWADI

Junior Software Engineer | Full Stack & Mobile Developer | Robotics

Bizerte , Tunisia | +216 26 212 515 | hachemdhawadi1@gmail.com

## Professional Summary

I am a final-year engineering student seeking an internship to gain professional experience. I am eager to apply my knowledge and contribute to the success of the company providing this opportunity

## Contact Information

GitHub : <https://github.com/hachem-dhawadi>

LinkedIn : <https://www.linkedin.com/in/hachem-dhawadi495116231/>

Portfolio : <https://hachemdhawadicv.netlify.app/>

## Education

### Engineering Degree Program : Software Engineering

ESPRIT – École Supérieure Privée d'Ingénierie et de Technologies  
React.js, Node.js, Docker, FlutterFlow, Machine Learning, Symfony, .NET

Sep 2023 - May 2026  
Tunis, Tunisia

### 2nd - 3rd Year : Computer Systems Development

Bizerte Institute of Technological Studies  
Laravel, Vue.js, SQL ,Angular, Spring Boot, PostgreSQL, Java (OOP)

Sep 2021 - May 2023  
Bizerte, Tunisia

### 1st Year : Information Technology

Bizerte Institute of Technological Studies  
HTML, CSS, PHP, JavaScript

Sep 2020 - May 2021  
Bizerte, Tunisia

### Baccalaureate: Technical Sciences

Lycée Menzel Jemil  
Pascal, microcontroller development (Arduino), SolidWorks

Sep 2019 - May 2020  
Bizerte, Tunisia

## Experience

### Robotics & Mobile Developer

#### SYNHIVE.COM

- Assisted in designing an autonomous robot leveraging ROS2 Humble and AI for live object recognition, with dual autonomous and React Native app control.

Jul 2025 – Oct 2025  
France (Remote)

### Web Developer

#### DYNAMIX SERVICES

- Contributed to streamlining file management by integrating Microsoft Business Center with SharePoint.

Jul 2024 - Sep 2024  
Bizerte Governorate

### Web & Mobile Developer

#### TAC-TIC

- Led the development of a web and mobile solution to optimize queue management, improving user flow and operational efficiency.

Jan 2023 - May 2023  
Tunis Governorate

### Mobile Developer

#### BIZERTE CEMENTS

- Improved meeting scheduling processes by developing a mobile application, reducing administrative overhead.

Jan 2022 - Feb 2022  
Bizerte Governorate

- Enhanced the company's website by identifying and resolving bugs, optimizing user experience and site performance.

## Skills

- LARAVEL
- FLUTTER FLOW
- REACT NATIVE
- SYMFONY
- JAVA (OOP)
- MONGO DB
- SPRING BOOT
- C
- ARDUINO
- FLUTTER
- REACT JS
- JAVAFX
- NODE JS
- MYSQL
- FIREBASE
- GITHUB
- C++
- Python
- Ros2 Humble
- Jira
- Confluence

## Projects

- Development of an **autonomous** and **remotely** controlled robot using **ROS2 Humble, AI** for real-time object detection and operates both autonomously and **via a React Native mobile app**.
- Developing a full-featured Bootcamp learning platform with real-time chat, video meetings, AI assistant, and machine learning integration using **MEARN**
- Eco is an application based on a microservices architecture using Spring Boot, Spring Cloud, Eureka, Config Server, and potentially Keycloak for security. The project aims to demonstrate the modularity, scalability, and maintainability of a distributed system using **MEAN**
- Mobile application that facilitates interaction between teachers and students through course sharing and post publication. **FLUTTER, FIREBASE**
- Developed an e-learning mobile app with course sharing, post updates, and interactive tools to enhance learning engagement. **React Native, NODE JS, Mongo**
- Web and Mobile application for queue management using **REACT JS, NATIVE, LARAVEL**
- Cross-platform application for recruitment management using **SYMFONY**
- Designed and implemented a Line Follower Robot equipped with PID (Proportional-Integral-Derivative) **ARDUINO, C++**
- Developed a four-wheel-drive remote-controlled car robot with universal remote control compatibility using **ARDUINO, C++**

## Languages

- Arabic - French - English

## Interests

- Coding - Robotics - Sports

## Organization

- IEEE Robotics and Automation Society (RAS) Chapter Member
- Your-robot member
- Red Crescent Member