Haithem Trabelsi

Software, web and game Developer

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EXPERIENCE

Work Hub (Job Scheduling), Sofiatech — Frontend Developer

June 2024 To Aug 2024

- Development of a centralized and automated campaign management system that meets the current needs of super administrators and integrates the required advanced features.

What I contributed to the company and the team :

- I helped the team optimize its time by quickly finding effective solutions using JIRA as a progress tool, which contributed to the smooth success of the projects.

  In addition, I proposed simple and elegant design architectures aimed at improving the user experience by making visceral interactions more intuitive and engaging.

Technologies used:

- IntelliJ IDEA: IDE
- Git + GitFlow: Version Control System
- Angular
- Express JS
- TypeScript
- Docker
- Jira

CMS (Content Management), METAM — Front/Backend Developer

July 2023 To Aug 2023

- Development of a content management system that meets the marketing team's needs to update articles on their official website.

What I contributed to the company and the team :

- A clean and intuitive interface for creating articles and advertisements, providing an optimized and smooth user experience, which increases customer satisfaction and engagement.

Technologies used:

- Visual Studio: IDE
- Git + GitHub: Version Control System
- Blazor
- Razor
- ASP.NET (C# , .NET)

SKILLS

Java

Python

Linux

React

Angular

Express

JavaScript

TypeScript

C/C++

Blazor/C#

SQL

Flutter

Spring Boot

Arduino

Languages

English: Excellent

French: Bilingual

Arabic: Native

PROJECTS

EGYPT, Arcade Multiplayer Game

- Development of a multiplayer game based on protecting the Egyptian pyramids from aliens, with a client-server architecture implemented using threads to ensure a real-time experience while optimizing interference management. This game also includes a chatbox to allow players to collaborate more effectively.

Technologies used:

- IntelliJ IDEA: IDE
- Java (Sockets, Data Streams)
- GitHub

JUMPER, AI Simulation

- Development of a simulation of an agent in the form of a cube that evolves to reach the maximum level, by implementing reinforcement learning and using the torch.nn library for neural network implementation. Addition of short-term and long-term memory algorithms to enhance the simulation.

Technologies utilisées :

- IntelliJ IDEA: IDE
- Python
- Pytorch, torch.nn

Intelligent Hat, Created for Blind Individuals

- Creation of a hat equipped with four ultrasonic sensors and four vibrating motors, positioned on each side of the hat, to help blind people detect and distinguish obstacles.

Technologies used :

- Arduino: IDE
- Arduino language
- Arduino Uno

Education

Habib Thameur High School, Bizerte — High School Degree (Bac)

2020

Faculty of Science, Bizerte — Undergraduate Degree

Software Engineering

2025

Interests

Advanced Chess Player

Bodybuilder

Member in scouts