

# Houssam OUAALITI

Student in Computer Engineering (Year 2), ENSEEIHT

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LinkedIn: [linkedin.com/in/houssam-ouaaliti](https://www.linkedin.com/in/houssam-ouaaliti) GitHub: [github.com/hoi9085/MyProjects](https://github.com/hoi9085/MyProjects)

## Professional Profile

Curious and motivated engineering student with hands-on experience in GUI development, algorithmic problem-solving, and network architecture projects. Strong teamwork, adaptability, and ability to quickly learn new technologies.

## Education

<b>ENSEEIHT – Toulouse</b> <i>Engineering School in Computer Science (Year 2)</i>	2024 – Present
<b>INP Preparatory Class – Grenoble</b> <i>L2: Computer Science, Mathematics, Physics</i>	2022 – 2024

## Professional Experience

<b>Operator – TE Connectivity</b>	Internship — 08/2025
• Loading and unloading batches, and quality control of electronic sensors.	
<b>Operator – STMicroelectronics</b>	Internship — 05/2024 – 07/2024
• Handling production batches and performing quality control on panels containing electronic chips.	

## Technical Skills

**Programming Languages:** Python, Java, C, Ada, OCaml, SQL, MATLAB

**Web Development:** HTML, CSS, JavaScript, Angular

**Systems & Tools:** Windows, Linux, GitLab, GitHub, Wireshark, VS Code, Eclipse

**UML Modeling:** Class diagrams, Sequence diagrams, Use case diagrams

**Project Management:** Agile (Scrum), Jira

## Projects & Achievements

**Battle Dev Thales – Bug-out Shelter 2025** Participated in a competitive programming hackathon focused on protecting a virtual shelter through algorithmic problem-solving, logic, and time-constrained coding challenges.

**2D Puzzle Game (Inspired by *It Takes Two*)** Character management, collision system, graphical interface, puzzle mechanics.

*Technologies: Java (POO), Java Swing/AWT GUI*

**Interactive Rubik's Cube (2D/3D)** Visualization, manipulation, and automatic solving

*Technologies: Python, Tkinter, VPython, OpenCV, NumPy;*

*Concepts: 3D modeling, algorithmic search, OOP*

**Mastermind Game** Multiple solver strategies (random to minimax algorithm), adaptive codemaker, and GUI.

*Technologies: Python, Tkinter, NumPy, Matplotlib, itertools*

**Simplified Internet Service Provider (ISP)** Network architecture, routing logic.

**File Compression / Decompression Algorithm**

## Languages

French: C1 — English: B2 — Arabic: Native — Spanish: Beginner