

# Seifeddine Reguige

Ottawa, ON

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## Profile

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Networking- and systems-focused Computer Science student with strong knowledge of network protocols, routing and switching, Linux networking, packet analysis, and infrastructure troubleshooting. Experienced with TCP/IP stack behavior, VLANs, DNS/DHCP configuration, and end-to-end connectivity debugging. Dean's Honour List (CGPA: 7.58/10). Seeking Winter 2026 internships in Network Engineering, NOC Operations, Infrastructure Support, or Network Administration.

## Education

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### University of Ottawa

Ottawa, ON

Bachelor of Science in Computer Science (Co-op)

Jan 2023 – Aug 2026

Dean's Honour List 2023–2024

**Relevant Coursework:** Computer Networks Protocols, Data Communications, Operating Systems, Secure Systems Design, Algorithms, Advanced C++.

## Experience

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### Technical Assistant — Adapted Exams Centre

Sep 2025 – Apr 2026

*University of Ottawa*

- Resolved 95% of system and network incidents across 100+ Linux/Windows workstations (DNS failures, DHCP issues, routing misconfigurations, link outages).
- Performed connectivity diagnostics using logs, OS routing tables, ARP caches, and interface statistics.
- Validated network readiness, bandwidth stability, and service availability before high-load exam periods.
- Investigated access, authentication, and workstation communication problems across VLAN-segmented environments.
- Maintained documentation detailing network troubleshooting workflows, system baselines, and recovery steps.

### Web Administrator — Faculty of Health Sciences

Oct 2024 – Apr 2025

*University of Ottawa*

- Improved backend site performance by reducing latency, fixing broken endpoints, and optimizing database-linked content.
- Used GA4/Siteimprove to analyze traffic, identify routing/UI bottlenecks, and resolve connectivity issues in embedded resources.
- Collaborated with IT teams on CMS hosting stability, content delivery, and permission-based network workflows.

## Projects

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### Network Traffic Analysis (Independent) — Wireshark, Linux

Analyzed packet captures to inspect TCP handshakes, DNS queries, DHCP exchanges, ARP behavior, retransmissions, and routing anomalies. Built filters to identify latency, drops, and misconfigurations.

### C++ OOP Card Game — C++

Developed a modular engine using OOP principles, efficient STL containers, deterministic logic, and state persistence — reinforcing systems-level design and debugging proficiency.

### Movie Recommendation System — Python, Java, Go

Built backend modules and data pipelines, focusing on efficient parsing, data structures, and inter-component communication across languages.

### e-Hotels Reservation Platform — PostgreSQL, MySQL, PHP

Built backend database schemas, managed transactions, optimized queries, and integrated web components with underlying database and server infrastructure.

## Technical Skills

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**Networking:** TCP/IP, DNS, DHCP, ARP, VLANs, routing tables, NAT, subnetting, packet inspection, connectivity troubleshooting

**Networking Tools:** Wireshark, Packet Tracer, pfSense, Linux networking utilities (ping, traceroute, netstat, dig, ip addr/route)

**Systems:** Linux administration, Bash scripting, process monitoring, system logs, OS networking stack

**Languages:** Python, Java, C++, Go, SQL, JavaScript

**Backend/Infrastructure:** API logic, CRUD workflows, schema design, data processing pipelines

**Databases:** PostgreSQL, MySQL, SQLite — queries, indexing, triggers

**Tools:** Git/GitHub, Docker (basic), GA4, Siteimprove, Android Studio, Figma

**OS:** Linux, Windows, macOS