

Ilyes Hachani

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EDUCATION

- **National Institute of Applied Science And Technology** Tunis, Tunisia
Bachelor of Software Engineering *Sept. 2012 – Sept. 2017*

EXPERIENCE

- **INSAT Android Club** Tunis, Tunisia
Vice President *Sept 2015 - Aug 2016*
 - **Apache Beam:** A unified model for defining both batch and streaming data-parallel processing pipelines.
- **KB2I** Tunis, Tunisia
Intern Software Developer *Jul 2016 - Sept 2016*
 - **Configuration Portal:** A web portal created using Angular2 to allow the configuration and maintenance of Raspberry Pi endpoints.
 - **Configuration Service:** Automated configuration service to configure and register Raspberry pi endpoints.
 - **Data Collecting Service:** Bulk data processing service using Node.js and Express providing data to Talend through a thin REST. Migrated from Tomcat/Mysql to use Node.js and MongoDB
 - **Project Environment:** Configured project to use Typescript and Jasmine/Karma.
- **INSAT Android Club** Tunis, Tunisia
Gaming Workshop Chief *Sept 2014 - Aug 2015*
 - **Game Development Coach:** Coached new club members and showed them basic game development overview, then introduced them to the Unity3d gaming engine.
 - **Projects Manager:** Managed a team to create a basic zombie surviving game.
- **Orange Developer Center** Tunis, Tunisia
Intern *Summer 2015*
 - **The Abstraction:** See Projects.
- **PeakSource** Tunis, Tunisia
Freelance *Feb 2015 - April 2015*
 - **AR Karaoke:** See Projects.
- **Tunisie Telecom** Touzeur, Tunisia
Intern *Jan 2012 - Dec 2013*

PROJECTS

- **The Abstraction:** Abstraction is a Virtual Reality game to explore Tunisia in a new way I have developed with A team of 5 during Orange summer challenge.
- **Book Shop:** A Book shop created using Spring frameworks and Hibernate.
- **Augmented Reality Card Game :** Augmented Reality card game developed using Unity3d
- **AR Karaoke:** Karaoke application created using Unity3d that uses green screen to change the background and allow the use of animated backgrounds.

PROGRAMMING SKILLS

- **Languages:** Java, C#, Javascript, Groovy, C++
- **Technologies:** JEE, MEAN, Angular2, Spring, Android, Unity3d, .Net
- **Other Skills:** Version Control (Git), Team work, Agile, Clean Coding, Maya, Blender, Zbrush