



Ayoub NAIT MIHOUB

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SUMMARY

Driven and versatile Software Engineer with a passion for crafting clean, scalable, and efficient web applications. Experienced in JavaScript/TypeScript, React, and modern web technologies, with a strong focus on architecture, performance, and user experience. Confident in tackling complex problems, shaping feature design and strategy, and delivering reliable, high-quality solutions that make an impact.

WORK EXPERIENCE

Front-end Developer | ZIMOU Group Sept 2024 - Present

- Designed and built UI components from scratch, ensuring consistency, usability and responsiveness.
- Provided technical and strategic input to managers and the CTO on feature planning, system architecture, and product improvements.
- Led the migration of the codebase from Next.js to Vite, ensuring a smooth transition and system stability.
- Refactored legacy code to improve performance, clarity, and scalability.
- Contributed to the architecture and design of new features, defining technical approaches and implementation strategies in alignment with project goals.
- Delivered fast, reliable bug fixes and maintained high code quality.

Software Engineer Intern | Air Algérie Jan 2024 - Juin 2024

- Developed a Progressive Web Application to optimize and modernize Air Algérie's mail management process, enhancing efficiency and ensuring document traceability.
- Integrated OCR for mail digitization and Gemini AI for content auto-correction.
- Implemented many rich features like searching/filtering, automatic alerts for response deadlines and other notifications, multilingual support, mobile adaptability and offline disponibility.

Front-end Developer | LGEOPH Feb 2022 - Juin 2022

- Created the front-end of an e-tourism platform for traveling offers and deals.

PERSONAL PROJECTS

Lolyzer

- A serverless web application that allows users to analyze and visualize League of Legends account statistics and history across all regions and servers.

EDUCATION

Master of Software Engineering Sept 2022 - June 2024
University of Science and Technology – Houari Boumediene

Bachelor of Computer Science Sept 2019 - June 2022
University of Science and Technology – Houari Boumediene

ADDITIONAL INFORMATION

Technical Skills: HTML/CSS, Sass, JavaScript, TypeScript, MUI, ShadCN, Tailwind, React, Vite.JS, Next.JS, JQuery, NodeJS, SQL/MySQL, Java, C, Python, PHP, Git/GitHub, CI/CD, UI/UX, XML, Docker, Bash, Framer Motion, Figma, Redux, Tanstack Queries, GraphQL, REST API, SEO.

Soft Skills: Creative, Determined, Critical Thinker, Problem Solver, Team Player, Serious.

Languages: English, Arabic, French.

Volunteer Experience: Maintenance Assistant at El-Alami SARL, Logistics Coordinator at Shellmates Club, IT Developer and UI/UX Designer at MicroClub.