Sayari Mohamed Amin

Computer Science Engineering Student

✉ mohamedamin.sayari@esprit.tn   📞 47067463

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Profile

I'm a computer engineering student passionate about development . As a self-driven learner, I'm seeking internships to gain hands-on experience, enhance my skills, and contribute to innovative projects within a collaborative team environment.

Professional Experience

Summer Internship, *Tarek Lahbib Agricultural Agency*   Jun 2023 – Jul 2023
- During my internship at Magasin Tarek Lahbib, I developed a website to manage equipment and inventory.
- I gained hands-on experience with Symfony and focused on creating both the application code and user interface.

Projects

Sayarti | Integrated Project - Mobile & Web App Dev, *personal project*   Mar 2025 – present
- Sayarti: Professional car service platform connecting vehicle owners with service providers.
- Designed and developed a cross-platform application with Flutter mobile frontend and Node.js backend communicating through RESTful APIs.
- Implemented a full-stack architecture using Express, MySQL database and JWT authentication.
- Created a responsive mobile UI with features including car browsing, user profiles, favorites, and real-time messaging.

ArtXcape | Integrated Project - Web & Desktop Java Dev, *class project*   Jan 2025 – present
- Artxcape: Crowdfunding platform for local artists and artisans.
- Designed and developed an application with two clients (Web and Desktop) communicating through a shared database.
- Designed and implemented a full-stack web application using Symfony 6 and Doctrine ORM
- .Currently developing the Java Desktop client using JavaFX and JDBC for database interaction.
- Followed Agile methodologies, using GitHub Project Board/Trello for task management.

Hayya Explora | Web Application, *Class Project*   Feb 2024 – May 2024
- Developed a responsive web application in collaboration with my classmates using HTML, CSS, JavaScript, and PHP with XAMPP.
- Integrated multiple APIs to enable advanced functionalities.

AuditPro | Desktop App, *Class Project*   Sep 2023 – Dec 2023
- Collaborated with a team to develop AuditPro, an innovative desktop application for audit and control management as part of a Smart Business Management theme.
- Implemented the application using C++ with QtCreator for the GUI, and integrated an Oracle Database managed via SQL Developer.
- Designed and built an RFID-based system to enable secure and interactive door access, bridging the app with physical hardware.

Neo-Tech | 2D Game, *Class Project*   Feb 2023 – May 2023
- Collaborated on Neo-Tech, a 2D game developed on Ubuntu using C and the SDL1 library.
- Contributed to both game development and graphic design using Adobe Photoshop, Illustrator, and After Effects.
- Designed and built a gesture-based game controller with Arduino UNO, integrating a gyroscope and 3D-printed components created with Shapr3D

Achievements

2nd Place – Code It Up 5.0 Hackathon
IEEE Computer Society ISETB SBC & IEEE CIS ISETB SBC — April 2025
- Participated in a 24-hour hackathon as part of a 3-member team ("BooRaa").
- Developed a web platform featuring a custom-trained **YOLO-based computer vision model**.
- Secured **2nd place** among numerous teams — in our **first-ever hackathon**.

Interests

Cars Tuning, Art, gaming ,offroading

Languages

- English
- arabic
- french
- italian(basic)

Skills

Technical Skills:
- Programming: C, C++, Python, JavaScript, PHP, java
- Web Development: HTML, CSS, Bootstrap, API Integration
- Frameworks/Tools: QtCreator, SDL1, XAMPP, Arduino, Shapr3D
- Database Management: Oracle Database, SQL Developer, MySQL, MongoDB
- Graphic Design: Adobe Photoshop, Illustrator, After Effects

Soft Skills:
- Team collaboration and project management
- Problem-solving and critical thinking
- Adaptability and eagerness to learn
- Communication and presentation skills