

Aouab Admou

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[@kateonbxsh](https://github.com/kateonbxsh) · Toulouse, France

Computer engineering student at INSA Toulouse,
with a strong technical project background,
seeking a 4-month internship starting June
2026.

</EDUCATION>

National Institute of Applied Sciences (INSA) · Toulouse, France
Master of Engineering in Computer Science and Networking

Sep 2022 - Present

</PROFESSIONAL EXPERIENCE>

Freelance

Freelance Software Developer · Online, Part-time

Jan 2023 - Dec 2025

Since January 2023, I've been working online as a freelance developer with multiple individuals on various projects, including developing, designing and implementing infrastructure for websites, video games, and software.

JAOPS · Tokyo, Japan

Dec 2024 - Jul 2025

Fullstack Software Developer · Remote

At JAOPS, I developed an open-source Grafana 11 App plugin integrating Yamcs, featuring a robust commanding panel, telemetry image panel, and various mission control tools. The plugin was tested at the Space Robotics Lab in Japan to support real operator use cases.

Space Applications Services NV/SA · Brussels, Belgium

Jul 2024 - Oct 2024

Fullstack Software Developer Intern

Built a Grafana 11 plugin for Yamcs with spacecraft visualization, improved UI and simulator, deployed to ICE Cubes MCC, and documented features. Tech: React.js, Three.js, Go.

ADVEEZ · Toulouse, France

Jan 2022 - Feb 2022

Production Assistant

Assisting in production of electronic solutions used by major airports in Europe and America, as well as internal management & logistics of the company.

</TECH STACK>

★ = MASTERED WITH MULTIPLE PROJECTS

Fullstack Development

Front-end ★ React/Next, ★ Tailwind, Vue, Bootstrap,

Back-end ★ Express.js, ★ MongoDB, ★ Next.js, Java Spring, PostgreSQL, MongoDB

Desktop Apps, Games ★ C#, ★ GML, ★ JS, ★ Java, Python, Electron

Network Developement (TCP/UDP/WS) ★ Typescript, ★ Java, C

DLLs, Plugins, Interpreters ★ Java, ★ C++, C, Go

IT, Deployment, CI/CD ★ Docker, ★ SSH, GitHub Actions, Kubernetes

Collaboration, Version Control ★ Git, ★ JIRA/Agile, Slack, Trello

</LANGUAGES>

English ★
Proficient

7.5 on IELTS

French ★
Proficient

C1 on TCF

Arabic ★
Mother Tongue

</HOBBIES>

Music

I like to sing, play piano and guitar, and write songs on my free time, I also produce music whenever I can.

Art

I like drawing and anything related to visual creativity, though I rarely practice it, however I like to apply it in my work, when it comes to UI and visual presentations.

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</PERSONAL AND PROFESSIONAL PROJECTS>

IF VIEWING ON COMPUTER, CLICK ON [TITLE](#) TO SEE PROJECT
THESE PROJECTS DO NOT INCLUDE MANDATORY UNIVERSITY PROJECTS

[Grafana-Yamcs Integration](#) · JAOPS · Freelance

React.js, Go, Grafana

Grafana App Plugin

A Grafana app plugin integrating with the Yamcs framework to provide real-time telemetry and commanding capabilities. It includes a data source for fetching Yamcs telemetry, a spacecraft position visualization panel, and a commanding panel to send commands directly from Grafana. This plugin enhances Grafana's monitoring capabilities for aerospace and mission control applications.

[<confidential name>](#) · Freelance

Java, GML

Multiplayer Game

A game I work on as part of my Freelance work, for which I mainly design and implement the server, client and API infrastructure, tasks include implementing a TCP server with Java, designing and writing a custom and very compact data interchange format inspired by Relaxed JSON, writing a Crawler and Parser for that interchange format in Java and GML, and implementing an API with Java Spring and Morphia with MongoDB.

[Rivalium](#) · Personal

C#, Typescript, Express.js, MongoDB, Next.js

Multiplayer Competitive Video Game

A Multiplayer Competitive Platformer Game, I've been working on and designing for 5 years, the project includes a central Account Server with a WebSocket channel, an API and a MongoDB database, a Game Server with a dual TCP/UDP communication channel, a robust client made with GameMaker, a public website made with Next.js and an admin panel made with React Admin.

[Cherry](#) · Personal

C++

Programming Language

An Open Source Interpreted Typed Programming Language, that uses the C-style, that I made with C++.

[MiniGPT](#) · Personal

Typescript

AI Library

A simple and modular AI library I wrote on Typescript including Multilayer perceptrons, attention blocks and a small prototype of the GPT model. I used this library to train an MLP against the MNIST digit dataset, and the GPT model against a small salutations dataset.

[Tunewave](#) · Personal

HTML, CSS, JavaScript

Online Musical Quiz

An Open Source online musical quiz made with native HTML, CSS and JavaScript, that uses JsonBin for storing and retrieving the leaderboard.

[Blue Pulse](#) · Project for 2024 Edition of Nuit de l'Informatique

JavaScript, Three.js

3D Web App

A 3D Web App created for the 2024 Edition of Nuit de l'Informatique. With a 3D visualization of the human body, an ocean shader coded in GLSL and an interactive UI.

[Culture Lock](#) · Personal

JavaScript

Interactive Web App

An "Escape Game"-like Web Interactive Game aimed mainly for professors (and students) to learn more about interculturality.

[VersionFlow](#) · Personal

JavaScript, Node.js

CLI Tool

A Open Source Command-Line Tool I made for managing and updating a project's version easily, that integrates with Node.js's versioning in package.json and Git's tags. Available on NPM.

[DiscordPresency](#) · Personal

GML, C++

DLL Extension

An Open Source DLL Extension for GameMaker that offers a Wrapper for Discord's SDK, mainly aimed at using Discord's Rich Presence Feature.