

MOUSSAID AYOUB

Software Engineer

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EXPERIENCE

Research Assistant - Internship

Oracle Labs

02/2021 - 08/2021 Casablanca, Morocco

Oracle Labs is a research and development organization within Oracle

- Contribution to development and to benchmark of Oracle Property Graph Technology

Java developer -Internship

CDG (caisse de dépôt et de gestion)

07/2019 Casablanca, morocco

A public financial institution that manages long-term savings.

- Worked on a Java Application for monetary transactions calculation.
- Used JavaFX for Frontend
- PhpMyAdmin for MySQL Database

Flutter developer

Ministry of Education + 1337 coding school

12/2020 - 06/2021 Morocco

Management and development of the education system in Morocco

- Development of Massar IOS app using flutter framework
- Massar is an app for educational system management: Students, absence, marks, exams, time schedule, etc ...
- For teachers, students, and parents.

Flutter developer

Ministry of Education + 1337 coding school

07/2020 - 08/2020 Morocco

Management and development of the education system in Morocco

- Development of Telmidice app for educational videos streaming.

Freelancer

08/2021 Morocco

- Integration of in-App payments using CMI (electronic payment solution) in a pre-built flutter app.

EDUCATION

Architect in Numerical Technologies

1337 Coding School

10/2019 Khouribga, Morocco

Software Engineer

Faculty of Science and Technologies

09/2018 - 06/2021 Settati, Morocco

DEUST

Faculty of Science and Technologies

09/2016 - 06/2018 Settati, Morocco

LANGUAGES

Arabic

Native

English

Proficient

French

Proficient

SKILLS

Mobile development

Flutter

firebase

SQLite

Web development

React.js

next.js

Tailwind css

JavaEE

OracleDB

MS-SQL server

Programming languages

C/C++

Java

JS/TS

Dart

Python

Tools

Bash

Git

Docker

Kubernetes

ACHIEVEMENTS



CodingGame spring challenge 2020

1st place in moroccan ranking and 137th/13699 WorldWide ranking



HashCode 2020

17th place in moroccan ranking

PROJECTS

Cub3D

2019 Khouribga, Morocco

A project where I recreated some of the most amazing aspects of Wolfenstein 3D

- Used C language and learned ray casting basics

Portfolio

2020

Developed my portfolio where I showcase most of my projects and skills in details

- Used React.js, Next.js and Tailwind css.
- Deployed on Vercel.