

Moez Bouhleh

Software Development Engineer

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- An avid learner and a passionate Software Engineer with **5+ years of experience** designing software and building web services.
- Proficient in back-end engineering, particularly using Python / Django / FastAPI and GoLang. Familiar with EDA and DevOps.

TECHNICAL SKILLS

Languages: Python, Golang, JavaScript, Shell
Technologies: Django, Vue.js, FastAPI, aiohttp, Watermill
Web Services: REST, WebSockets, JWT, OAuth2, RBAC
Data: SQL, PostgreSQL, Redis, MongoDB, NATS
Other: Ansible, Terraform, Docker, Google Cloud, Vim
Interests: Golang, Rust, distributed computing

WORK EXPERIENCE

Software Engineer (Back End & DevOps) **Aug 2017 — Present**
Technology Innovation Network (IT consulting agency) Sousse, Tunisia

- Defined, designed, developed, and rolled out web services using Python, Django, OpenAPI, Celery, and Docker for clients
- Designed multi-tenant microservices based on event-driven architecture. Used Golang / NATS / AsyncAPI and FastAPI
- Worked along with Front-End developers to integrate API and design the core base of web apps using JavaScript, Vue.js, and Nuxt.js
- Automated CD pipelines with Python / Fabric. Deployed on-premise and managed Linux servers using Ansible / Terraform
- Worked directly with 3rd-party clients to gather and analyze requirements. Lead the SDLC process following an Agile / Scrum model
- Technologies: Python, Django, FastAPI, Golang, NATS, JavaScript, Vue.js, Docker

Software Engineering Intern (Back-End & Front-End) **Feb 2017 — Jul 2017**
Djagora (startup incubator) Sfax, Tunisia

- Developed RESTful Web services using PHP, Laravel, and Lumen
- Used MS BI tools to process real-time streams sent from mobile devices and IoT sensors
- Rolled out a Web dashboard to visualize near real-time multi-layer geographic data using JavaScript ES6
- Implemented an offline-first data synchronization service for an Android app

EDUCATION

Bachelor of Science, Computer Science, FSS Faculty of Science of Sfax, Tunisia **Sep 2014 — Jun 2017**
Major Coursework: Data Structures and Algorithms, Design Patterns, System Programming, Distributed Computing, DBMS, Algebra, and Statistics

Master of Engineering, Electrical Engineering: Robotics and Artificial Intelligence, ENSIT, Online **Sep 2021 — Jun 2023**
Major Coursework: AI, ML, Deep Learning, Adaptive control, Multi-agent systems, Robotics, Signal Processing, Computer Vision, and Cyber-security

SIDE PROJECTS

Django REST Admin Dashboard **Python, Django, Javascript, Vue.js, REST API**

- Implemented a Django module to expose the Django admin controllers to REST APIs without the need to rewrite the admin code
- Implemented a SPA Web app to consume the APIs and to auto-generate an admin dashboard using Javascript and Vue.js

Cross-Platform Mastermind Game **C, SDL2, Emscripten, Android NDK, CMake**

- Implemented a cross-platform Mastermind game (CLI and GUI) using C and SDL2 with support for desktop (Linux, Win32, Mac), Web (Emscripten), and Mobile (Android NDK, iOS) while following each platform's best practices to distribute, install, and store config

Web Browser Extension **JavaScript, Firefox Add-on API, Chrome Extensions API**

- Implemented a Firefox add-on to migrate streaming websites to an HTML5-based video player. It was used by 100.000 DAU
- Migrated the extension to Chrome Extensions API, adding support to Chromium-based browsers