

# Moez Bouhlel

## Back End Engineer / Cloud Software Engineer

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An avid learner and a passionate Software Engineer with **4+ years of experience** building web services. Proficient in back-end development, particularly using Django-based stack.

### TECHNICAL SKILLS

**Languages:** Python, JavaScript, Golang  
**Technologies:** Django, Flask, Vue.js, Go/Gin/Gorm  
**Web Services:** REST, OpenAPI, gRPC, WebSocket, JSON, Protobuf, JWT, OAuth2, RBAC, API integration  
**Other:** Google Cloud, relational database, Ansible, Terraform, Docker, LXD/LXC, Agile / Scrum

### WORK EXPERIENCE

#### Software Engineer (Full Stack Engineer)

Aug 2017 — Present

Technology Innovation Network

Sousse, Tunisia

- Defined, designed, implemented, and rolled out multi-tenant services, using Python, Django, PostgreSQL, Celery, Redis, and Docker
- Created a JavaScript SDK for the APIs. Worked with the UI/UX developers to implement the web app using Vue.js and Nuxt.js
- Migrated a legacy monolith code to a multi-tenant and microservices-based architecture. Using Golang / Gin and Python / FastAPI
- Automated deployment pipelines with Python / Fabric and managed bare servers and VMs provisioning with Ansible / Terraform
- Leveraged the power of SystemD, Linux Namespaces, and Cgroups to implement a secure, scalable, and high-performance stateless microservices runtime without the overhead of VMs and Docker
- Highly organized, detail-oriented, able to work under tight deadlines. Wrote tech specifications meeting client requirements.
- Technologies: Python, Django, Golang, Gin, TypeScript, Vue.js, Nuxt.js

#### Back End Development Intern

Feb 2017 — Jul 2017

Djagora Academy

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, Faculty of Science of Sfax, Tunisia

Sep 2014 — Jun 2017

Relevant Coursework: Data Structures and Algorithms, Design Patterns, System Programming, Distributed Computing, DBMS, Algebra, and Statistics

### ACADEMIC AND SIDE PROJECTS

#### Django REST Admin Dashboard

- Implemented a Django module to expose the Django admin views as REST APIs without the need to rewrite the admin classes
- Implemented a Web app to consume the APIs and to auto-generate an admin dashboard using Javascript and Vue.js
- Technologies: Python, Django, Javascript, Vue.js, REST API

#### Cross-Platform Mastermind Game

- Implemented a proof-of-concept of 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)
- Technologies: C, SDL2, Emscripten, Android NDK, CMake

#### Web Browser Extension

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