

Skills

Strong: Javascript/TypeScript, Java, Python, C++, Linux/Shell Scripting, Node, Express, Nestjs, Vuejs, React, Nextjs, Redux, SQL, Agile, NoSQL, MongoDB, Git.

Experienced: **Framework/Library:** Spring, Django, Laravel, React Native, Pygame, Matplotlib, Numpy, Socket.IO, PGP, **Cloud/DevOps/CI/CD:** AWS, DigitalOcean, Github Actions, Bitbucket Pipelines, MongoDB Atlas, etc...

Experience

Walo | Senior Software Engineer | [Walo IOS](#) | [Walo Android](#) | <https://walo.app> Feb 21 - Present

- Architected the app **backend**, and developed or participated in the development of most of the features.
- Brainstormed/Prototyped/Designed **Microservices** architecture, and started implementing it in a team of devs and devOps
- Refactored the whole Postgresql **Database schema** to improve its design, and to make the app scalable.
- Created **AWS lambdas** to integrate Debit Card provider (**Berkley**) to the application in order to generate Card for children. (details below in Projects Section)
- Led a small team through the process of module creation and small feature integrations.
- Developed the official Walo website in **Next.js** and participated in the web design process.

Plogg | Full Stack Developer | <https://www.plogg.ca> May 21 - Nov 21

This position was my first on-site job, I had a good time working in an office.

- Designed database, made sure all tables are association-tied, hence gave the backend less work to do, and implemented it in **Mysql**
- Developed backend modules in **Laravel**, Auth, Admin, Optician, Provider, Syndicate, etc...
- Created the skeleton of the frontend, and led a small team of two developers to build it using **Vue.js** and vanilla javascript

Ametys | Frontend Developer | Freelance | <https://www.ametys.org> Aug 19 - Dec 20

- Desgined and Developed User interfaces in **Vue.js**, and **Vuetify**
- Developed the frontend store system, and ensured the seamless communication between the frontend and the backend
- Developed different functionalities that allow users to perform actions and get immediate interactive behavior, without needing to refresh.

Education

Ibn Tofail University | Bachelor's Degree in Computer Science 2019

Ibn Tofail University | Master's Degree in Cloud Software Engineering 2021

Projects

Walo & Berkely | Software engineer | <https://github.com/methe-1/spring-project-PFE>

Through this Project, users have the ability to create Debit Cards for for their kids, and to perform VISA Debit Card transactions

- **Design/architecture :** Chose the convinent infrastructure and Designed the architecture of the serverless functions
- **Card Issuing:** Developed AWS Lambdas for Card Holder CRUD System, Card Shipment, Card Activation, Different Card Transactions (Load Value, and Account Transactions)
- **Direct Send:** Developed the AWS Lambdas that permit user to make a VISA Debit Card transactions through our application and **Berkely's API**. the Lambdas serve as a Intermediate that handles Http calls from our App, and prepares the data-input needed to perform the creation of Berkely Account, Financial Account, and Money Transfers.
- **Other functionalities:** Debt Collections, 3D Secure, Health Check, Secure, etc...

Voting App | Full stack enginner| scrum Master| https://github.com/methe-1/Secure-voting-app_PGP

Web application, where employees submit and vote for new managers, secured by KbPGP, a Keybases implementation of PGP in JavaScript.

- Designed and Developed user interfaces where employees can vote, and others where admins can check votes using **Vue.js**.
- Architected server and Database interactions using **Mongoose** and **MongoDB Atlas**.
- Developed counting, and vote validation functionalities
- Managed and assigned tasks to the team through GitHub to ensure a seamless workflow.

EarthDefender | Cloud software engineering student | <https://github.com/methe-1/Earth-defender>

A python game where users play against a narrow AI, it stores also data (player moves) to use it to train an ML model in order to take the game to an up-level where users play against a strong AI.

- Created user interfaces for home screen and play screen using Pygame.
- Developed game model to track player movement, and kill him.
- Developed Models, added movement to them, firing bullets, and death.
- tracked and Stored player's movements and fires in .csv files in order to use them as input for model training.
- Plotted visualizations of data pertaining to player movements and fires.

Personal

I like solving tech problems, writing algorithms, build reactive stuff using javascript, doing digital marketing. I play Basketball and occassionnally Chess