



Contact

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Sfax, Tunisia

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Technical Skills

Git/Github, AI, Linux, IOT

Programming Languages:

Python, Java, C/C++, dart
Html/Css, Javascript, PHP

Mobile developpement :

Android Studio, Flutter

Data Base:

SQL server, MySQL, HFSQL
Firebase

Graphic Design:

Adobe Illustrator, Blender
Adobe Photoshop, adobe XD
Figma

Assets

Committed

Critical Thinking

Problem Solving

Languages

English

French

Spanish

ABOUT ME

Mohamed Rebai, I'm a 1st year student at International Institute of technology, Studying software engineering.

I am an enthusiastic professional with a solid foundation in both technical knowledge and managerial abilities. I'm a significant asset in a variety of professions because of my excitement for taking on challenges and my ability to smoothly combine technical knowledge with effective management.

EDUCATION

Scientific Baccalaureate.

From september 2018 to June 2019. Highschool: 25 july 1957
Grade: Good

License degree in information and communication technologies, Speciality internet of things.

From september 2020 till July 2023. National School of Electronics and Telecommunications of Sfax

Sotware Engineering degree.

From september 2023 till now. International Institute of Technology (IIT), North American Private University.

EXPERIENCE

Worker Internship

August 2021

Syphax Travel Services.

The main Purpose of this internship was developing my Soft/Social skills and learning about Digital Marketing

Keys Words : Design, web design, adobe XD, E-commerce, Online sales, Communication, Teamwork

Technician Internship

August 2022

ABS COMPUTER

Developed an ERP module integration application for Ste Abscomputer, aimed at streamlining business operations. The application offers user-specific login credentials with access permissions configured for individual modules. Designed and implemented using WinDev, a PC SOFT development tool

Keys Words : Windev, Java, Wlanguage, Scrum, HFSQL

End of Studies Internship

From February to june 2023

ArTanit : Developement of an augmented reality mobile application

Contributed to "Artar" mobile app development, enhancing art access through augmented reality. Enabled virtual art gallery visits, artist information, and personal art collections. Promoted culture and art education, fostering connections between artists and art enthusiasts.

Keys Words : Mobile dev, Flutter, UML, dart, firebase, firestore, unity, augmented reality, 3D design.

VOLUNTEERING EXPERIENCE

IEEE ENETCOM STUDENT BRANCH.

I have served as an IEEE ENETCOM Member for three years, during which I actively organized and participated in numerous international and national events. This experience has significantly expanded my network and honed my communication skills and leadership strategies.