BOUYAKHLEF Mohamed Mostafa

Professional Experience

JavaScript Full Stack Developer (Freelance)

August 2022 - Now

Various missions as a Javascript developer.

Project manager / JavaScript Full Stack Developer **Boardingates (apprenticeship)**

January 2021 - August 2022

Development from A to Z of a web application (social media) for language and cultural exchange.

Used technologies and languages: Node.js, Express.js, Vue.js, Web sockets, HTML, CSS, JavaScript, Shell script (Debian), Mongoose (MongoDB), Figma, Visual Studio Code, PWA.

.NET Full Stack Developer (Internship) – OWNR

July – September 2020

Development of a web application for generating and managing and completing evaluation grids.

Used technologies and languages: ASP.NET, C#, Entity Framework, Razor, HTML, CSS, Bootstrap, JavaScript, JQuery, AJAX, SQL Server, Visual Studio.

Data Scientist - Delegation of the Ministry of Health.

April – June 2019

Creation of a data warehouse and exploitation of the data for a statistical study on the causes of hospital deaths using statistical tools.

Used technologies and languages : SPSS, Talend, Tanagra, MySQL, various data mining methods.

Educational background

Epitech – Master of Science

Software Architect - Application Developer (Opt. Artificial intelligence)

2022

Supinfo – Bachelor of Science

Computer Science and Information Systems 2020

ESTF - University Diploma of Technology

Statistics and Business Intelligence 2019

Skills

JavaScript (Express.js, Vue.js, Nest.js etc...)

Python (Pandas, SK Learn, Numpy Jupyter etc...)

C# (ASP.NET)

PHP

Unity

Unreal Engine

AWS

Docker

Git (Github, Gitlab)

Azure

Linux

MySQL

MongoDB

PostgreSQL

Other projects

- Created of an application for exchanging game identifiers for Nintendo platforms players in **Node.is** and **Vue.is**
- Created many userscripts in Javascript for many websites.
- Many other projects detailed on my portfolio

Languages

- French
- **English**
- Arabic
- Moroccan darija

Hobbies / Other

- Sport
- Userscripts creation
- Game dev