OUNI Mouhib

📞 (216) 53 683 515　in linkedin.com/in/mmouhib　○ github.com/mmouhib
✉ mouhibouni@outlook.com　🌐 https://mouhib.vercel.app

EDUCATION

Piraeus, Athens, Greece　　**University Of Piraeus**　　**Spring 2023**

Training Spring Semester in computer science bachelor: I Was accepted into the Erasmus+ student exchange program to pass a training period (internship) at the University of Piraeus.

Rades, Tunis, Tunisia　**Higher Institute of Technological Studies of Rades (ISET)**　**Oct. 2020 - Present**

Information technology bachelor with information systems development as a specialty: Created projects related to software development, especially web and mobile development and software design.

Coursework: Object Oriented Programming (OOP); Artificial Intelligence; Web and Mobile Development; Big Data; DMBS; Databases; service-oriented architecture; Software design and UML; Agile development; Operating Sys; Networks; Algorithms; Comp. Architecture.

Tunis, Tunisia　　**Russian Street High School**　　**2016 - 2020**

Courses: Programming; Algorithms; Fundamentals of web development; Mathematics; Databases.

EXPERIENCE

Web Developer, Intern　　**CENAFFIF**　　**WINTER 2022**

- Developed a web application that helps with the restaurant ticket-buying process by digitizing it.
- Used React for front-end with Django rest framework alongside PostgreSQL and Firebase as databases.
- Hosted the application on the cloud: The database and the API on Heroku. The react app on Vercel.

Web Developer, Intern　　**AMI Insurances**　　**SUMMER 2021**

- Developed a web application that automates mailing clients using Python's Flask Framework.

PROJECTS

Frich (In progress): a mobile app that tracks the Rummy card game's match scorers with the ability to choose between multiple match types and change the score tracking settings. I used React with typescript with redux for state management alongside ASP.net Core as a RESTful API.

Karhabti (Winter 2022): a web app that helps you keep track of your car's maintenance and save gas fills and mileage data. I used React with typescript alongside ASP.net Core as a RESTful API.

Lo3ba (Summer 2022): a wish-list website where you can browse video games and save them. I used React with typescript and consumed a public API to get the video game data and stats.

TOOLS

Programming Languages: C; Javascript(ES6); Typescript; C#; Java; Python; SQL; HTML; CSS; SCSS.
Tools: postman; webstorm; rider; vscode; visual studio; SSMS; android studio; git; GitHub; Heroku; Linux; Hadoop; Figma.
Databases/ORMs: PostgreSQL; SQL Server; MySQL; MongoDB; Firebase; Entity Framework.
Frameworks & libraries: React; React Native; ASP.net Core; Django; Flask; Angular; Symfony; Redux; Android.

LANGUAGES

- **Arabic**: Native / Bilingual Proficiency.
- **English**: Full Professional Proficiency.
- **French:** Full Professional Proficiency (C1 Level in French Knowledge Test [TCF]).
- **German:** Elementary Proficiency.

SOFT SKILLS

Problem-Solving; Teamwork and Collaboration; Time Management; Communication; Adaptability;

ADDITIONAL EXPERIENCE AND AWARDS

Game development certificate (Winter 2018): game development using Unity engine from Devolution startup
Red Crescent ISET (2021 - 2022): media team member.
ISET's Devs and programmers incubator (2021 - 2022): Workshops team: taught python and web scraping.