

Mohamed Tahiri

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Software Engineering student at UTC specializing in Computer Systems, seeking a 6-month internship from February 2026, passionate about designing efficient architectures and building intelligent, high-performance applications.

WORK EXPERIENCE

Software Engineer Intern, Napta, Paris Sept. 2024 - Feb. 2025

- **Data Engineering & Automation** – Built and optimized ETL pipelines using Python and Airflow for APIs, SFTP, databases, CSV files etc., handling large-scale data processing and validation (millions of rows).
- **Backend and Frontend Development** – Enhanced internal Flask tools, contributed to React/Next.js projects, and built a GitLab-to-Slack integration cutting PR review time by 50%.
- **Collaboration & Impact** – Worked cross-functionally with code reviews, testing, and coordination with Account Managers, enhancing team efficiency and technical versatility (DevOps/CI-CD included).

Competitive Programming Club Teacher, UTC, Compiègne Feb. 2023 - Feb. 2024

Trained other students for algorithm and data structure-based competitions. Participated in university-level competitions as a member of this association. Achieved a 6th place out of over 50 teams in a competition organized by Sopra Steria.

Intern, L'Oréal, Paris Jan. 2023 - Feb. 2023

Applied technical skills to optimize order picking processes and improve workflow efficiency. Collaborated with team members to streamline inventory management and meet high throughput rates.

PROJECTS

Course Search Engine – SaaS Web Application [Learn more](#)

- Developed with Next.js, NestJS, PostgreSQL, Supabase, AWS, and Algolia (AI-powered filtering & ranking engine) with 6 engineers. Learnt a lot about how to design a scalable API. Release in October 2025.
- Implemented secure backend features: JWT authentication, role-based access control, CI/CD pipelines (GitHub Actions).
- Built real-time chat, student/teacher dashboards, tests with Jest and scalable environments (dev, preview, prod).

My Portfolio – mohamedtahiri.com [See code](#)

- Built the frontend in Next.js with Tailwind CSS, i18n and TanStack Query, and the backend in NestJS with PrismaORM and Swagger for API documentation.
- Set up CI/CD with GitHub Actions (automated translations, testing and deployment) and deployed on Vercel (frontend) and Railway (backend).

Sumo Spheres – Online Multiplayer Game in C# [Learn more](#)

Built an arena game (Windows/MacOS) with real-time physics, AI-driven opponents, and online mode using Unity Cloud. Engineered real-time networking with sockets, UDP/TCP optimization and <200ms latency for up to 10 players.

Decentralized Distributed System in Golang [Learn more](#)

Designed a fully decentralized distributed system where nodes collect, verify, and share sensor data, ensuring consistency with logical clocks, election algorithms, and peer-to-peer coordination.

EDUCATION

2021 - 2026 Software Engineering Master's Degree [UTC \(Sorbonne University\), France](#)

Specialized in Computer Systems Engineering. **Main courses:** Algorithms & Data Structures, OOP, Computer Architecture, Operating Systems & Processors, Networks, Cybersecurity, Web Development, etc.

2018 - 2021 Private High School, diploma with Highest Honors L'Espérance, France

SKILLS

Backend	Python, TypeScript, C(++/#), Golang, NestJS, TypeORM, Prisma, Flask, SQL, Airflow, Java
Frontend	React, Next.js, Tailwind CSS, Vite, Figma
DevOps	Cloudflare, Vercel, AWS, GCP, GitHub Actions, GitLab CI/CD, Shell, Turborepo, Jest, Pytest
Automation/AI Tools	Zapier, Make, Google Apps Script, Claude Code, Cursor, OpenAI API
Languages	French (Native Language), English (C1 Level, TOEIC 985)