Mohyiddine Oujarrar
Software Engineer

PERSONAL DETAILS

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WORK EXPERIENCE

Software Engineer, Siemens Digital Industries Software — Jan 2020 - Now
Göttingen, Germany

- Participated in the development of the built-in web-based interface of a new rugged SCADA system dedicated for NVH testing in tough and rugged environments: Simcenter SCADAS RS.

- Extending Testlab portfolio by developing new acoustic testing product application for the Simcenter SCADAS XS system.

- Mastery of the scrum methodology and agile method practices such as peer programming, Kanban board, Test driven development, A/B testing.

- Participated in the maintenance through a proficient troubleshooting of a range of released products: PR and ER fixing, feature requests and patches handling.

- Developed an impacting feature of the software that was highly appreciated by the management, resulting in a price of excellent performer and an exceptionnal salary raise plus bonuses.

- Led many research projects aiming future strategic technologies and solutions.

IoT Engineer, Passiv Energie Japan Inc. *Internship* — Apr 2019 - Sep 2019
Tokyo, Japan

- Developed, maintained and extended functionalities of the firmware driving an IoT device using C/C++ and Arduino IDE.

- Build a full stack application collecting, managing and monitoring data from IoT devices. Tools: JavaScript, React.js, React Native, Express.js, MQTT.js, MongoDB, Mongoose, Docker, Git.

Software Engineer, Enedis SA. *Internship* — Apr 2018 - Sep 2018
Clermont-Ferrand, France

- Developed a full stack web application based on JEE, Spring Boot and Angular to register, track, visualize and create reports of the activities of the agents of the department.

- Automated requests processing and closing with Java, JavaFX, AutoIT and Selenium web driver based solutions.

EDUCATION

Master's degree in engineering in Computer Science — 2016-2019
Institut supérieur d'informatique, de modélisation et de leurs applications, Clermont-Ferrand, France

- Specialization in Software and Embedded Systems

Master's degree in Artificial Perception and Robotics as double curriculum — 2018-2019
l'École Universitaire de Physique et d'Ingénierie, Clermont-Ferrand, France

- Machine learning, estimation, optimization, learning process, control of mobile robots, command laws, artificial vision and digital imaging

PROJECTS

Luping Lui *Game dev* Free time
- Currently developing a mobile game using Unity engine, the game controllers are based on C# scripts.

Smart moneybox *Academic project* 240 hours
- Created of a smart moneybox based on a RaspberryPi Zero, connected to the Wi-Fi network, equipped with a graphical interface that is built with JavaFX and rendered on an embedded touch screen.

Augmented Reality Application For E-Medicine *Academic project* 120 hours
- Developed an augmented reality application facilitating the recognition of patients inside a hospital by enhancing the reality with identity displayed as perceptual information card. Tools: Unity, ARToolKit and Vuforia.
- Proof of concept for a positioning solution using augmented reality markers inside an environment with urban canyon effect.

Other Projects:
- Raspberry pi based messaging tool using the Raspbian OS, the C language and TCP sockets.
- IoT project: retrieving GPS positions and send them in a mail to a list of subscribers. It was carried out with the MikroElektronika's EasyPIC5 development board, an arduino UNO, the GPS-41ML module and the SigFox's SFM10R1 IoT module.

SKILLS HIGHLIGHTS

- **Web: Angular, Node.js, React, Express, Mongoose, Spring boot, Hibernate**
- **OS: Unix, Embedded Linux**
- **Programming languages: Javascript, Typescript, C, C++, C#, Java, Python**
- **UI/UX: JavaFX, Tkinter, Balsamiq Mockups, Zeplin**
- **ML/DL: TinyML, scikit-learn, Tensorflow, Keras**
- **Database: MySQL, MariaDB, MongoDB(NoSQL)**
- **Other: Git workflow, Agile software development, Latex**

LANGUAGES

French *(Mother tongue)*, **Arabic** *(Mother tongue)*, **English** *Professional proficiency)*, **German** *(Intermediate, Level: B1)*.

INTERESTS AND PERSONALITY

I love cycling, hiking or inline skating on weekends. I code at day and dance at night. I also like watching Japanese animes and Korean series. My friends and family form my other big interest. I see myself as a happy, outgoing and reliable person. I am a problem solver and no challenge is too big. The result of my work is often better than expected.