

Ibrahim KAIKAA

Software Developer, and Open Source Contributor

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EXPERIENCE

PhazeRo — Mobile Developer

DECEMBER 2024 - APRIL 2025

- Worked on the GUP Mobile App.
- Implemented the video calls feature for Signbook Mobile App.
- **Technologies used** : Flutter, BLoC, Provider, Git, GitHub, GitLab.

SerenityOS — Open Source Contributor

DECEMBER 2023 - JANUARY 2024

- Optimized +5 GML-based GUI applications by porting them to a GML Compiler.
- Updated +10 out of date software ports.
- **Technologies used** : Operating Systems, Shell Scripting, C++, Git.

FlexFret — Mobile Developer Intern

JUNE 2023 - DECEMBER 2023

- Developed a mobile app for freight transportation and management.
- Implemented a functional CI/CD for unit-testing and deployment using Gitlab CI.
- **Technologies used** : Flutter, BLoC, Firebase, Git, GitLab CI.

HardenedBSD — Open Source Contributor

FEBRUARY 2022 - MAY 2023

- Fixed +50 broken software ports for the HardenedBSD operating system.
- **Technologies used** : Operating systems, FreeBSD, HardenedBSD, Shell Scripting, Git.

EDUCATION

University of Science and Technology of Oran — Bachelor's of Science in Electrical Engineering

SEPTEMBER 2022 - JUNE 2025

PROJECTS

MONOLITH — A hobby operating system

MARCH 2025 - PRESENT

- **Technologies used** : C, x86_64 Assembly, QEMU, Makefile.

Dash Programming Language — A programming language for UXN

MARCH 2025 - PRESENT

- **Technologies used** : C, Makefile, Unit testing.

OS Gallery — A community for hobby operating system developers

MAY 2025 - APRIL 2025

- **Technologies used** : Go, Gin, HTML, CSS.

SPL — An interpreted programming language

JUNE 2024 - AUGUST 2024

- A statically typed, interpreted, VM-based and garbage collected programming language.
- Achieves 20-150% better runtime performance than Python.
- **Technologies used** : C++, CMake, Lex, Yacc, Git, Github Actions, Google-Test.

StargateProxy — An HTTP Proxy

JUNE 2024 - JULY 2024

- An HTTP Proxy featuring support for TLS Tunneling and caching for optimization.
- **Technologies used** : Go, Git, Docker, Networks Programming.

SKILLS

Programming Languages:

C, C++, Dart, Go, JavaScript, TypeScript, x86 Assembly.

Web Technologies: HTML, CSS, JavaScript.

Frameworks and Libraries:

Flutter, SvelteKit, Express.js, Gin, BLoC, QT.

Testing and debugging

tools: Google-Test, Unity, GDB, Valgrind.

DevOps and Tools:

Git, Docker, CMake, Meson, Makefile, GitLab CI, GitHub Actions, QEMU.

Databases & Backend:

Firebase, Supabase, MariaDB, MySQL, SQLite.

Operating systems:

Linux, FreeBSD, HardenedBSD, OpenBSD.

Methodologies and

practices: Scrum, TDD,

SOLID, Hexagonal

Architecture, Clean Code,

MVVM.

Other: Lex, Yacc, Hugo,

Markdown, QML, FFMPEG.

LANGUAGES

Arabic, English, French