

Mohamed TELLI



+33 07 67 63 63 58



tellimohamed91@gmail.com



linkedin.com/in/mohamed-telli



telli-mohamed.me

Software Engineer - Apprentice

PROGRAMMING : Kotlin, Java, Python, C, C++, C#, HTML, CSS, PHP, ASM, JavaScript, TypeScript, XML

TECHNOLOGIES : .NET, Jetpack Compose, Astro, React, React Native, Vite.js, Next.js, Tailwind, Node, Bootstrap

DEVOPS : Docker, Github, Gitlab, Jenkins (Pipeline CI/CD), Maven, Gradle

PROJECT MANAGEMENT : Jira, Notion, Trello

DATABASES : SQL, MySQL, MongoDB, Postgresql, PL/SQL, JDBC

LANGUAGES : English (advanced), French (native)

INTERESTS : Technology monitoring, Innovation, Football, Vidéo Games, Travelling

Experiences

RTE

Front-End Developer - Intern (5 months)

Paris, France

(April 2025 - August 2025)

- Collected requirements.
- Designed mock-ups in collaboration with the UX Design team.
- Developed a GUI in React for data visualization/simulation tools.
- Connected front-end to the back-end.

DYNSEO

Android Developer - Intern (3 months)

Paris, France

(June 2024 - August 2024)

- Integrated and carried out the complete graphic redesign of a Java mobile application (MVC architecture) for cognitive stimulation, for Europe's largest university hospital.
- Implemented key functionalities in a Kotlin mobile application (MVVM architecture).
- Developed Python scripts to automate the generation of JSON files.
- Serialized/deserialized clinical study data to enable communication between the two applications.
- Fixed/adjusted existing functionalities at the customer's request.

Education

EPITA <https://www.epita.fr/en/>

Master's degree in software engineering

Paris, France

(2025 - 2028)

- Major : Software engineering

UGE - MARNE-LA-VALLÉE'S INSTITUTE OF TECHNOLOGY (<https://iut.univ-gustave-eiffel.fr/>)

Bachelor of technology in computer science

Paris, France

(2022 - 2025)

- Major : Software Development (design, development and validation)

HENRI BERGSON HIGH SCHOOL

General Baccalaureate - honors

Paris, France

(2019 - 2022)

- Computer Science (NSI), Engineering Sciences (SI), English literature (LLCE)

Projects

Eiffel Time (JavaScript / TypeScript / React / React Native / HTML / CSS / Tailwind / Vite)

Eiffel Time is a university management application designed to centralize and facilitate the management of grades, absences, communication and timetables for the University Gustave Eiffel.

- Designed a product breakdown structure diagram for product functionality and a work breakdown structure diagram for project planning.
- Designed 90% of the mock-ups for the web app and the mobile app.
- Configured the project (monorepo) and chose the technologies best suited to the needs, which reduced the application development time by 3, allowing cross-platform Web, Android and iOS compatibility.
- Developed 95% of the UI, for web and mobile, including timetable display, grades and absences management, messaging, notification center and an interface enabling the administrator to modify the database without going through the code.

Arithmetic Arena (Unity, C#)

Arithmetic arena is a 2D video game that makes learning mathematics fun and easy, with different levels and game modes.

- Designed a PBS diagram and a WBS diagram, wrote technical specifications
- Designed PERT and GANTT diagrams for project planification and organization.
- Designed textures and GUI in Unity.
- Developed game logic.

Bella Crosta (Java, JDBC, SQL, JavaFX)

Bella Crosta is a pizzeria order management application developed in Java with JavaFX.

- Implemented database queries with JDBC API (Java Database Connectivity), to handle orders and stock management.
- Developed order management application UI with JavaFX.
- Developed the android mobile application for customer orders and reservations, with concurrent networking.