

AISSA MARIEM

Software Engineer Intern and extremely driven to explore innovative methods and cutting-edge technologies aimed at enhancing the quality of human life.

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Summary

Final-year Computer Science Engineering student with **Software Engineering** specialization. Proficient in web and mobile development, my objective is to continually nurture and expand this passion while also demonstrating a commitment to advancing AI and exploring its potential applications through continual learning.

Education

National School of Computer Science (ENSI)

National Engineering Degree in Computer Science, specialty Software Engineering

2021 – 2024

University of Mannouba

Preparatory Institute for Engineering Studies of Monastir (IPEIM)

Preparatory Cycle Math-Physics

2019 – 2021

University of Monastir

Experience

Software Engineering Intern With Exposure To Artificial Intelligence

Jui 2023 — Aug 2023

OAK visuals

Monastir, Tunisia

- Integrates diverse AI APIs for unified access to AI capabilities through custom shortcuts.
- Provides an intuitive interface for managing shortcuts and exploring APIs, accessible even to all users.
- **Key words:** React Js, SpringBoot, flask

Projects

MINI MOBILE APPLICATION

may 2023 - juin 2023

- Developed a custom ToDo application, allowing users to efficiently manage their tasks and stay organized.
- Collaborated in a two-person team, managing tasks and conducting weekly progress reviews.
- **Technologies:** React Native, SpringBoot.

MOBILE APPLICATION

Feb 2023 - May 2023

- Designed and developed a school supplies mobile app to simplify the process of collecting and distributing school materials by enabling users to request or donate them.
- Implemented recommendation features within the app based on the user's location or his interests.
- **Technologies:** ReactNative, NodeJS, MongoDB.

WEB APPLICATION

jui 2022 – sep 2022

- Developed a web application to streamline hospital management processes.
- The application enables patients to schedule appointments conveniently.
- Doctors can efficiently manage their schedules using the platform.
- **Technologies:** React Js, node Js, FireBase

SERIOUS GAME

Mar 2022 – May 2022

- Developed an educational project centered on creating a Connect4 game using Java that aims to teach Java programming and game development principles, including game mechanics and GUI development.
- **Technologies:** Java.

Technical Skills

Programming Languages: Python, C/C++, Java
Web Development: HTML, CSS, JavaScript, React Js
Mobile Development: React Native
Frameworks/Libraries: Junit, Hibernate
Developer Tools: VS Code, Android Studio
Database Management : MySQL, PL/SQL, MongoDB
Development Methodology : Agile, SCRUM
Operating Systems : Linux, Windows
UI/UX : Photoshop, Illustrator
Mathematics Knowledge: Statistics, Probability, Linear Algebra, Graph Theory

Languages

- **English**(Professional)
- **French**(Professional)
- **Arabic**(Native Language)
- **Spanish**(Basics)

Activities and Certifications

- Learned the basics of **React Js**(Coursera).
- Completed a MERN Stack project in Full Stack Web and Mobile App Development(Udemy).
- finished a **Java** course on Coursera (earning a certificate on Lambda and Java Expressions).
- Took part in the coordination of RoboCup ENSI's 4th edition.
- Contributed to the organization and successful implementation of the 16th ENSI annual forum.

Volunteer Experience

Open Source Software Ensi Club <i>Active Member</i>	2022 – 2023
ENSI Robotics Association <i>Active Member</i>	2021 – 2022
IEEE ENSI Student Branch <i>Active Member</i>	2021 – 2022