ZAIDA NISRINE
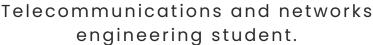
Telecommunications and networks engineering student.

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PROFILE

Second-year telecommunications and networks engineering student with a strong passion for DevOps. Actively seeking a PFA internship starting in July. Demonstrates unwavering rigor, exceptional autonomy, and keen analytical skills. Proven commitment to optimizing processes and enhancing operational efficiency, coupled with adeptness in project-based environments.

SKILLS AND KNOWLEDGE

- Routing and Switching
- Understanding of TCP/IP protocols, DNS, ports, gateways, IP addressing, subnets
- Virtualisation (VMware, VirtualBox)
- Google Cloud (Google Cloud Platform)
- Version Control Systems (Git)
- Containerization (Docker)
- Programming languages: Python, JAVA, C#, SQL
- Linux
- CI/CD pipelines (Github Actions)

CERTIFICATIONS

- DevOps for Network Automation (NetDevOps)
- Docker Essentials & Building a Containerized Web Application
- Google Cloud Fundamentals: Core Infrastructure
- Continuous Integration and Continuous Delivery (CI/CD)

LANGUAGES

- Arabic: Native
- French: Fluent
- English: Intermediate

EDUCATION

Engineering Cycle, Telecommunications and Networks Engineering

2022 – present

- National School of Applied Sciences, Tétouan, Morocco

Integrated Preparatory Cycle

2020– 2022

- National School of Applied Sciences, Tétouan, Morocco

Baccalaureate in Physical Sciences

2018– 2019

- Mehdi Bennouna High School, Tétouan, Morocco

PROFESSIONAL EXPERIENCES

Internship

July 15 – August 15, 2023
INOVA SERVICES | Rabat, Morocco

- Designed and implemented a network architecture connecting various departments within a company
  - Configured routing protocols (Static, OSPF, EIGRP, RIP, Default routing)
  - Created VLANs and implemented VTP on L3 and L2 switches
  - Implemented ACLs
- Hands-on experience with physical equipment (Switches, Routers)
- Configured IPBX and standard telephones for VoIP solutions

RELEASED PROJECTS

- Chat Application (Java Swing):
  - Created a multi-client chat application in Java, facilitating real-time communication over a network. Managed client connections and messages on the server side, with a user-friendly GUI for clients. Integrated private messaging and file transfer features.
- Astronaut Game (Python):
  - Developed a space-themed game using Python and Pygame. Players guide an astronaut through space, avoiding obstacles like falling comets. Educational content about celestial bodies enhances the gaming experience.
- Continuous Integration Pipeline (GitHub Actions, Docker, Shell scripting) :
  - Implemented a robust CI pipeline for my web portfolio using GitHub Actions, ensuring seamless integration and deployment of code changes. This project automated the build, testing, and deployment processes, guaranteeing the reliability and stability of the web application.