

# Osama Boumelhem

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## Practical Experience:

03.2019 – 06.2019	<b>Ezyaa</b> <i>E-commerce Startup</i> <b>Market Research &amp; E-commerce Intern</b> <ul style="list-style-type: none"><li>Competitor Analysis &amp; Market Trends: Performed in-depth research on regional e-commerce apps, identifying user-flow best practices for targeted product enhancements.</li><li>Logistics Data Consolidation: Compiled key metrics on Chinese cities (industrial reputations, economic climates, transportation networks) to inform warehouse location decisions.</li><li>Product Launch Strategy: Translated research findings into actionable recommendations, improving startup readiness and alignment with emerging market opportunities.</li></ul>	<b>Casablanca, MA</b>
06.2019 – 09.2019	<b>Home Over Import-Export</b> <i>Regional Furniture Supplier</i> <b>Logistics &amp; Operations Intern</b> <ul style="list-style-type: none"><li>Overseas Merchandise Coordination: Shadowed each department to understand import procedures, accurately file government import requests, and handle B2C/B2B sales.</li><li>Order Processing &amp; Documentation: Processed and archived order/sales receipts, ensuring compliance with company policies and government regulations.</li></ul>	<b>Casablanca, MA</b>
10.2019 – 03.2021	<b>UniAid</b> <i>Admissions Consultancy</i> <b>Founder &amp; Admissions Consultant</b> <ul style="list-style-type: none"><li>Designed application strategies for international university admissions; provided IELTS/TOEFL tutoring.</li><li>Developed custom forms/content, honing user-focused communication and process design.</li></ul>	<b>Casablanca, MA</b>

## Education:

08.2023 – Present	<b>Saxion University of Applied Sciences</b> <i>Creative Media and Game Technologies (Game Design &amp; UI/UX focus)</i> <ul style="list-style-type: none"><li><b>Relevant Modules:</b> Game Development, Immersive Storytelling, Advanced Web, UI/UX Advanced</li></ul>	<b>Enschede, NL</b>
08.2017 – 12.2018	<b>University of Southern California</b> <i>BSc Computer Science</i> <ul style="list-style-type: none"><li><b>Key Coursework:</b> Intro to Programming, Data Structures, Calculus, Economics, Psychology</li></ul>	<b>Los Angeles, USA</b>

## Interests and other qualifications:

<b>Tools &amp; Coding:</b>	Figma, Cursor (for AI prototyping), Unity 3D, C#, HTML/CSS/JS, Adobe Suite
<b>Design Skills:</b>	Iterative prototyping, user flows, AI-enhanced UX (curious to explore new AI tools)
<b>Soft Skills:</b>	Agile teamwork, problem-solving, communication, fast learning
<b>Languages:</b>	English & Arabic (bilingual), French (intermediate), Dutch (beginner)