

OUBAY HAMZA OUI

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COMPUTER SCIENCE STUDENT

<https://oubayhamzaoui5.github.io/spy-portfolio/> 

OBJECTIVE

Enthusiastic and dedicated Computer Science student at ISAMM with a passion for software development, problem-solving, and data analysis. Skilled in programming languages such as Java, Python, and JavaScript, and experienced in building web applications. Seeking an internship or entry-level opportunity to apply academic knowledge, enhance technical skills, and contribute to impactful projects.

EDUCATIONAL BACKGROUND

Ibn Mandhour High School, Nouvelle Medina

Graduated: [2023]

- Focused on [computer science]

Higher Institute of Multimedia Arts of Manouba (ISAMM) — 2023-2026

- Bachelor's in Computer Science

TECHNICAL SKILLS:

- Programming Languages: Java, Python, C++, JavaScript, SQL
- Web Development: HTML5, CSS3, React, Node.js, Express, Laravel
- Databases: MySQL, MongoDB
- Software Development: Object-Oriented Programming (OOP), Agile Methodology, Version Control (Git, GitHub)
- Tools & Frameworks: Visual Studio Code, Postman
- Data Analysis & Machine Learning: Pandas, NumPy, Scikit-learn, TensorFlow
- Operating Systems: Windows, Linux

SOFT SKILLS

- Strong problem-solving and analytical thinking
- Effective communication and teamwork
- Time management and attention to detail
- Adaptability and quick learning

LANGUAGES

- Arabic: Native
- French: Intermediate
- English: Advanced
- German (Deutsch): Basic

EXPERIENCE

Freelance Web Developer — 2023-Present

- Developed and maintained responsive websites and web applications for various clients, utilizing modern front-end (HTML5, CSS3, JavaScript, React) and back-end technologies (Node.js, Express, MongoDB).
- Automated repetitive tasks using Python, improving workflow efficiency for clients by creating scripts and tools to automate data processing and task management.
- Applied version control using Git and GitHub for collaborative project management.

Python Instructor, RF Institute — 2024

- Taught Python programming to students, focusing on core concepts such as object-oriented programming, data structures, and algorithms.
- Developed learning materials and exercises, creating a structured curriculum for beginner to intermediate-level students.
- Guided students in completing hands-on projects, fostering practical problem-solving skills.

Web Development Instructor, WeCode — 2024

- Delivered web development training to students, covering full-stack development with HTML, CSS, JavaScript, React, and database integration (MySQL, MongoDB).
- Assisted students in building projects from scratch, providing technical support and troubleshooting during coding exercises.
- Facilitated code reviews and discussions to help students improve their coding practices and problem-solving abilities.

Instructor, Science And Technologie Ben Arous Association — 2019-2023

- Conducted training sessions in Unity for developing 2D and 3D games, teaching students the fundamentals of game development and C# scripting.
- Provided in-depth web development courses, focusing on HTML, CSS, JavaScript, and basic server-side scripting.
- Delivered Python programming workshops, teaching key concepts like algorithms, data structures, and object-oriented programming.
- Mentored students through practical projects, helping them develop real-world skills in Unity, web development, and Python programming.