



Oussama FEZZANI

Software Engineering Student

An undergraduate software engineer and a Full Stack web developer from Tunisia specializing in building websites and a part-time web instructor at GOMYCODE.

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Skills

Languages: JavaScript, Java, PHP, C#, Python, HTML5, CSS3.

Frameworks: React, Angular, Node.js, Express, Java EE, Symfony, Django, Gatsby.

Technologies: Git, Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator.

Language

English: Fluent

French: Fluent

Arabic: Native

Experience

GOMYCODE (November 2019 – Present)

Part-Time Instructor

- Assisted students in learning HTML, CSS, JS, DOM, jQuery, Bootstrap, and Git.
- Conducted workshops about web basics, databases, source control.

GTI (July 2019 – August 2019)

Intern

- Part of a team responsible for creating a HRM management application.
- Learned new technologies on the job such as JEE and Spring.

Education

ESPRIT (September 2016 – Present)

(Private Higher School of Engineering and Technology)

- Degree in Computer Science and Engineering.

Imam Moslem

(September 2012 – June 2016)

(High School)

- Graduated High School.

Projects

Full Stack Project (Jan.2020 – June.2020)

- Contributed in the creation of an intelligent algorithm that matches lost items with their owners and a facial recognition feature.

Technologies used: ReactJS, Node.js, ExpressJS, MongoDB, JavaScript, HTML5, CSS3, Git.

Web Project (September 2019 – December 2019)

- Worked with a five-person team to build a professional platform for job interviews management and tracking aimed for HR managers.

Technologies used: Angular, Java EE, MySQL, Hibernate, TypeScript, HTML5, CSS3, Git.

Cross-Platform Project (December 2018 – June 2019)

- Developed a cross-platform application for an insurance company for new claims management.

Technologies used: Symfony3, Java, MySQL, JavaScript, HTML5, CSS3, Git.

Desktop Project (January 2018 – May 2018)

- Designed and built a CRM desktop application for a store that sells clothes and items for decoration.

Technologies used: C++, QT, MySQL.

Video Game Project (November 2016 – June 2017)

- Contributed in the development of a 2D video game and programmed a controller for the game.

Technologies used: C, SDL, Arduino, Linux.