Thomas Amighi

Software developper

Email: thomas.amighi@hotmail.com

Github: `https://github.com/tamighi`

Portfolio: `https://tamighi.github.io`

Profile

I'm a passionate developer looking for opportunities to grow. I have 2+ years of practical and autonomous experience, quickly learning accross different personal projects and thanks to my experience in a fantastic school, the school 42 (I will certainly talk a lot about it).

I love to share my knowledge to others and have the opportunity to learn from them.

I am now continuously looking for opportunities to develop my potential, curious of what I will be able to accomplish.

Skills

Languages: Typescript (React, React Native, Angular, NestJS), HTML, CSS, PHP (Symfony), C, C++

Database: SQL, SQLite, Postgres

Tools: Git, Docker, Jira

Hobbies

- Music
  (violin, guitar)
- Sports
  (yoga, running, ...)
- Learning
  (finances, programming, ...)

Languages

- English (Working proficiency)
- French (Native proficiency)

Working Experience

**Full stack developer
(Angular / Symfony)**   aug 2023 - today

European commission consultant

I worked as an IT consultant in the European Commission's legal service department. I ensured proper migrations and maintenance of Symfony and Angular applications. I built and set up end-to-end tests with Jest, Mocha and WDIO for multiple applications, created a common and reusable library, and wrote complete tests for each client. I developed quality packages (ESLint, Prettier, ...) for frontend and backend applications and utilized Git, Jira, and Bitbucket to deliver the required changes.

Personal Projects   (go to portfolio)

Todocal *In progress, see github repo*

React native Calendar application to manage tasks.
I use SQLite and typeorm for the Database and shopify-restyle for the UI.

Correction website *go to demo*

This full stack website is built using React and NestJS. It is compiled with Webpack, containerized with Docker and optimized with nginx.
The backend implements an API with authentication, a PostgreSQL database, aswell as a file service and the frontend includes a custom UI library and utilizes React Query for efficient data handling with optimistic and undoable updates.

Cub3D *go to github repo*

This project is inspired from the game Wolfenstein3D, using a rendering technique called the RayCasting.

It is written in C with a simple swift engine. It was coded during my programming studies in school 19, where we could go beyond what was expected.

Education

School 19   Aug 2021 - July 2022

Deep dive into programmation with C, C++ and Typescript. The school 19 (42 network) proposes an interesting way of learning; no teacher, hands on projects and peer to peer evaluation. We construct projects independently and collaboratively with fellow students, and we assess each other's work. This was the best way for me to learn programming, allowing me to develop projects autonomously from scratch.

ULB   Sep 2015 - June 2021

Bachelor and master's degree in neuropsychology in the Free University of Brussel. Although I eventually chose a different path, these studies proved valuable through two internships and my thesis. These experiences involved undertaking projects such as implementing a study to analyze the impact of school facilities on children's well-being or investigating abstract letter representation. They also equipped me with skills in data analysis, scientific report writing, and oral presentations.