Wassim Trabelsi

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GitHub LinkedIn

Education

Mediterranean Institute of Technology   Tunis, Tunisia
Software Engineering   Graduation Date: 2026

Baccalaureate in Mathematics   Tunis, Manouba
                                                                                                       Graduation Date: 2021

Professional Experiences

AIESEC   **Iasi, Romania**
Volunteer Exchange Participant   **July 2024 – august 2024**
- Delivered programming lessons to children aged 5–17, tailoring content to various skill levels.
- Designed and developed a website for the school, improving its digital presence.
- Cultivated cross-cultural communication and leadership skills in a dynamic international environment.

MISFAT   Tunis, Manouba
Summer internship (Software Developer)   May. 2023 – June 2023
- Independently developed, and maintained a desktop stock management application, managing the full software development life cycle.
- Collaborated with stakeholders to define requirements and translate them into functional specifications.
- Conducted comprehensive testing and debugging to ensure a seamless user experience, while actively contributing to agile workflows and meeting all project milestones.

south mediterranean university   Tunis, Tunisia
Tutor   Oct. 2022 – Dec 2022
- Conducted one-on-one C++ tutoring to support student learning and comprehension.
- Provided guidance on study strategies, time management, and exam preparation.
- Fostered a positive and encouraging learning environment to enhance student confidence.

Serenity shop (e-commerce project)
Founder and manager   June 2022 – Present
- Worked with packaging prepared products to be shipped.
- Gained valuable communication and sales skills.
- Made over 200 sales of various products.

MISFAT   Tunis, Manouba
Summer internship (IT)   June. 2022 – July 2022
- Conduct regular maintenance checks on computers, including hardware diagnostics, software updates.
- Planned, installed, and configured local area networks to ensure seamless communication between computers.

Memberships Experience

- **AIESEC (Campus Director Team Leader)**   2023 – 2025
- **Enactus SMU (Active member)**   2023 – 2024
- **Lions Club SMU Nation (Active member)**   2022 – 2024
- **IEEE SMU (Active member)**   2022 – 2024
- **Les Amis des Oiseaux**   2021 – 2022

Certifications

- Meta React Basics Certificate (Coursera)
- Rice UNIVERSITY Communication Skills for Engineers Certificate (Coursera)
- UC SANTA CRUZ C for Everyone: Programming Fundamentals (Coursera)
- Google: Foundations of cybersecurity (Coursera)

Projects

HandBall Federation Management System (university project with the Tunisian Handball Federation)

Senior project (ranked 2nd among all senior projects) to modernize the federation's operations by replacing manual scheduling and paperwork with an automated web platform. Leveraged React.js, Tailwind CSS, Node.js, and MySQL to centralize data and streamline workflows.

- Centralized management of players, matches, and club data, reducing reliance on paper-based systems.
- Improved scheduling efficiency and record accuracy through custom-built tools.
- Enhanced real-time collaboration and communication between federation officials, clubs, and coaches through a user-friendly digital platform

BacLingo Mobile Development (university project)

BacLingo is a mobile application designed to help Tunisian students prepare for Baccalaureate exams by providing a comprehensive platform aligned with the national curriculum.

- Designed and developed the app using React Native and JavaScript.
- Implemented interactive lessons, quizzes, and progress tracking features, inspired by Duolingo.
- Tailored the content and structure to align with the Tunisian Baccalaureate curriculum.
- Ensured a user-friendly interface and smooth performance across Android and iOS devices.

Machine learning Vehicle identification (university project)

Developed a machine learning-based system for automatic vehicle identification using computer vision techniques, specifically focusing on image data. The project's objective was to improve traffic monitoring and management by accurately recognizing and classifying vehicles from static images.

- Implemented computer vision algorithms tailored for image-based vehicle identification.
- Fine-tuned and optimized model architectures for efficient performance on static picture datasets.
- Model Training and Evaluation

Tour defense game development (university project)

Tower defense game designed to challenge players with strategic decision-making, the game featured 3 dynamic levels, providing an immersive and enjoyable gaming experience.

- Game Design and Planning.
- Utilized Unity, C# to implement core game functionality.
- Testing and Iteration

Skills

Technical: C#, C++, Java, JavaScript, Unity, HTML, CSS, JS, React, SQL, Next.js, MongoDB, Python, Microsoft office (Excel, PPT…), React native, git, Docker, Ubuntu, Junit, VS code, Node.js.

Soft Skills: Teamwork, Fast Learner, Communication, Stress Management, Leadership, Adaptive skill, Jira, Agile and scrum

Language: English: Fluent / Arabic: Native Speaker / French: Advanced