RIM BEN MOUSSA
Software Engineering Student

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PROFILE

Motivated Software Engineering student passionate about building innovative software solutions, solving complex problems, and continuously learning new technologies to create impactful applications.

TECHNICAL SKILLS

Programming Languages:
- C, C++, C#, Java, Python, R, SQL

Databases & Systems :
- MySQL, PostgreSQL, SQLite, Oracle, MongoDB, Cassandra, Neo4j
- Windows, Linux

Modeling & Design
- UML, Merise

Web Development:

Front-End :
- HTML, CSS, JavaScript, React.js, Angular, Tailwind css

Back-End :
- PHP, Laravel, Jakarta EE, Spring Boot, FastAPI

3D / Game Development
- Blender, Unity

EXPERIENCE

Internship – Arti web | July 2025 –August 2025

- Developed an appointment management application to streamline scheduling and client management.
- Built the frontend using Tailwind CSS and HTML and the backend with Laravel, including database integration.
- Ensured a smooth user experience for clients and staff. and deployed the application online using Hostinger.

PROJECTS

SmartHire   **Team Project**

Built an AI-powered recruitment platform using React, FastAPI, SQLite, and Ollama to help recruiters analyze CVs efficiently, with secure authentication (JWT, bcrypt, reCAPTCHA), demonstrating full-stack and AI integration skills.

Swappify – Skill Exchange Platform   **Team Project**

Developed a full-stack web application with React, Laravel, and SQLite, integrating user authentication, matching algorithms, and dynamic dashboards.

Virtual Assistant   **Team Project**

Built a Python Tkinter desktop assistant with bilingual voice interaction, modern GUI, and web automation, showcasing audio processing and automation skills.

Predefined-Question Chatbot   **Team Project**

Engineered a complete chatbot system with a Java backend and HTML/CSS/JavaScript frontend for interactive messaging.

Movie Search App

Implemented a React interface to retrieve and display movie data from The Movie Database (TMDb) API.

Wordle Clone
 Designed an interactive Wordle-style game using React and CSS, featuring dynamic state management.
Weather App
 Created a React application that consumes real-time weather data from the OpenWeatherMap API, with a clean and adaptive CSS interface.
2D Platformer Game
 Designed and developed a Unity 2D platformer in C#, featuring smooth character controls, collision detection, and progressive levels.

EDUCATION

Engineering Cycle – Software Engineering   **2024 – Present**
National School of Applied Sciences of Fez (ENSAF), USMBA

Integrated Preparatory Cycle   **2022 – 2024**
National School of Applied Sciences of Fez (ENSAF), USMBA

High School Degree   **2021-2022**
IMS-Fez

CERTIFICATIONS

-Oracle-Database Design   -Oracle-Programming with SQL   -Coursera Google-Operating Systems

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EXTRACURRICULAR & VOLUNTEER EXPERIENCE

2025 – 2026
- Member of Soft X AI Club, focusing on artificial intelligence innovation and student projects.
- Participated in the IEEE Day 2025 event.

2024 – 2025
- Member of Rotaract Club, contributing to community service and leadership initiatives.
- Participated in organizing The First International Conference on Artificial Intelligence and Mathematics (June 2025).
- Private tutor, providing academic support and mentoring to students.

2022 – 2024
- Member of The Great Debaters Club, developing public speaking, argumentation, and critical thinking skills.
- Participated in organizing the All Star Debate 2022 event.

Since 2022
- Manager of an online bookstore, overseeing sales, customer relations, and digital marketing.

LANGUAGES

Arabic: Native language   **English:** Fluent   **French:** Fluent

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SOFT SKILLS

Analytical Thinking   Attention to Detail   Collaboration & Teamwork