Moez Bouhlel

Software Development Engineer

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- An avid learner and a passionate Software Engineer with **9+ years of experience** in software design and development
- Technology agnostic, mainly experienced in Python, GoLang, and Node.js. Interested to learn and use new tech stacks

TECHNICAL SKILLS

Languages:	Python, Golang, JavaScript
Technologies:	Django, Vue.js, Node.js, FastAPI, aiohttp, React
Web Services:	REST API, WebSockets, OpenAPI, AsyncAPI, JWT, Keycloak
DB & MQ:	SQL, PostgreSQL, MongoDB, RabbitMQ, Redis
Interests:	Golang, Rust, Scala, System Architecture, Software Design

WORK EXPERIENCE

R&D Engineer — **Fev 2023 — Present**
Ateme (CDN R&D team) — Yvelines, France

- Developped a Cloud-Native CDN solution using C (for core engine) and Go (to implement Kubernates operators and microservices).
- <u>Technologies</u>: Golang, REST API, PostgreSQL, PlpgSQL, Kubernetes API, Angular, Python / PyTest, C

Lead Dev — **Mai 2022 — Jan 2023**
Septeo SA (LegalTech Software Provider) — Tunis, Tunisia

- Worked alongside an architect to define, and design new SaaS software from scratch using SOLID, DDD, EDA, and Cloud tech
- Designed, architected, and built a Notification System and a no-code Workflow System for a LegalTech solution
- Led a growing team of R&D / Software Engineers, and DevOps Engineers using Agile / SAFe methodology
- <u>Technologies</u>: JavaScript, Node.js, Golang, React, WebSocket, MongoDB, PostgreSQL, RabbitMQ, GitLab, Docker, Kubernetes

Software Engineer Consultant / Owner — **Aug 2017 — Apr 2022**
Technology Innovation Network (IT consulting agency) — Sousse, Tunisia

- Defined, designed, developed, and rolled out web services using Python, Django, OpenAPI, Celery, and Docker for SME clients
- Designed multi-tenant microservices based on event-driven architecture. Used Golang / NATS / AsyncAPI and FastAPI
- Automated CD pipelines with Python / Fabric. Built a service orchestrator on top of SystemD, Linux Namespaces, and MinIO
- Worked along with Front-End developers to integrate API and design the core base of web apps using JavaScript, Vue.js, and Nuxt.js
- Worked directly with 3rd-party clients to gather and analyze requirements. Led the SDLC process following an Agile / Scrum model
- <u>Technologies</u>: Python, Django, FastAPI, Golang, NATS, JavaScript, Vue.js, Docker

Freelance Software Developer (Part-time, Back-End & Front-End) — **Juin 2013 — Jul 2017**

- Main missions: Web-based applications development using PHP, Python / Django, and JavaScript ES6
- Other missions: Scripting using Shell and Python, Mobile app development using Java and JavaScript
- Contributed to FOSS projects including Mozilla localForage, IPython, Jupyter QtConsole, Jshint fixmyjs, and Less.js

EDUCATION

Bachelor of Science, Computer Science, FSS Faculty of Science of Sfax, Tunisia — **Sep 2014 — Jun 2017**
Major Coursework: Data Structures and Algorithms, Design Patterns, System Programming, Distributed Computing, DBMS, Algebra, and Statistics

SIDE PROJECTS

Django REST Admin Dashboard — **Python, Django, Javascript, Vue.js, REST API**
- Implemented a Django module to expose the Django admin controllers to REST APIs without the need to rewrite the admin code

Cross-Platform Mastermind Game — **C, SDL2, Emscripten, Android NDK, CMake**
- Implemented a cross-platform Mastermind game (CLI and GUI) using C and SDL2 with support for desktop (Linux, Win32, Mac), Web (Emscripten), and Mobile (Android NDK, iOS) while following each platform's best practices to distribute, install, and store config