

Curriculum Vitae

Youssef Othman

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EDUCATION

ESPRIT (Ecole Supérieure Privée d'Ingénierie et de Technologies)

Engineering cycle

Tunis, Tunisia
sep. 2023– june.2028
(expected)

Hreiria 2 highschool

Tunisian Baccalauréat in Mathematics

Tunis, Tunisia
2023

EXPERIENCE

Logistics & Operations Intern

June 2024– July 2024

JS Auto

- Managed technical inventory and stock categorization for automotive components,

PROJECTS

AI-Powered Freelance Marketplace | Python, Symfony, JavaFX, MySQL, Git

Jan 2026 – Present

- Developed a dual-platform application (web and desktop) featuring a ai-driven matching engine to connect freelancers with the optional service posted with collaboration with 5 people
- Implemented GitHub to use save the work and collaborate with the rest of the team
- Visualized GitHub data to show collaboration
- Used MySQL for my database

E-learning and course selling platform | PHP, HTML5, CSS, JavaScript, MySQL, Git

Jan 2025 – Mai 2025

- Developed a comprehensive source selling and e-learning platform featuring FrontOffice (student/teacher panel) and BackOffice (administrative control panel) modules with collaboration with 5 other people
- Integrated AI-powered customer service chatbot via API to provide 24/7 automated support
- Built a dynamic administrative dashboard for the teacher and admin with CRUD implementation and an automated communication system using SMTP for instant mailing
- Designed a secure authentication system and optimized SQL database structure

Automated inventory Management system | C++, Qt, MySQL, XAMP, Git

Sep 2024 – Dec 2024

- Engineered a high performance Desktop app using C++ and Qt framework to manage a car part store with collaboration with 5 people
- Designed and optimized a relational MySQL database schema , implementing CRUD , dashboard , pdf extraction and a arduino simulation of a parking system
- Collaborated with rest of the team using Github to save and integrate our sections

2D Game engine development | C, SDL library

Jan 2024 – Mai 2024

- Developed a functional 2D game using C and the SDL library , focusing on low level graphic rendering and efficient memory management with collaboration with 5 other people

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++, SQL , JavaScript, HTML/CSS, php

Frameworks: Symfony, JavaFX, Qt

Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, IntelliJ, Jupiter

Libraries: pandas, NumPy, Matplotlib, SDL

Languages: Arabic(mother language), English(very good), French(good)