

Bedrani Mohammed Adel

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About me

I'm Master Software Engineer student at USTHB University, specializing in Web Development and mobile development. Passionate about both backend and frontend technologies, I've honed my skills and crafted innovative solutions. With 2 years of experience, I've led diverse projects showcasing my adaptability. Actively contributing to open-source projects, I continuously expand my expertise and possess strong problem-solving abilities..

Education

University of Djelfa, BS in Development web and mobile application Sept 2021 – May 2024

- GRADE: 15.44/20
- **Coursework:** Database Architecture, Comparison of Learning Algorithms, Solid Principle and System Design

University of USTHB , MS in Software engineering Sept 2024 – May 2026

- Current Study
- **Coursework:** Advanced Database Management , DSA, Project Management , OS processes

Experience

Main Software Engineer, Micazone – Remote January 2024 – May 2024

- Create All Mobile app with map that show all online trucker and user he can see and demand it online
- Integrated Firebase Auth with Strapi CMS with SQLite database with High Performance
- Connect the Mobile app with web dashboard that can control the users and show all statistics of app and company

Fullstack web Developer Intern, Icosnet – Algeria, Algeria March 2024 – Aug 2024

- Developed a Backoffice application to manage company assets, enhancing operational efficiency for Icosnet.
- Designed and implemented a user-friendly interface to streamline asset tracking and control.
- Built backend services to support real-time asset monitoring and data management using Django and PostgreSQL
- Collaborated with cross-functional teams to align asset management tools with company needs and improve system accuracy.
- Optimized application performance by integrating caching strategies, reducing data retrieval times.

Software Engineer Intern, Netfer – Algeria, Algeria January 2024 – March 2024

- Developed a full-featured server monitoring dashboard to track CPU, RAM, and storage usage in real-time.
- Designed and implemented a responsive, intuitive UI for the monitoring dashboard, improving server management efficiency.
- Built backend logic to send automated email alerts to administrators when CPU usage exceeded 80%, enhancing system reliability.
- Optimized data handling for performance insights, allowing quick identification of resource-heavy processes.
- Ensured seamless integration with existing systems to allow proactive server management across the company.

Project management Intern, Algiers Post – Algiers, Algeria March 2024 – April 2024

- Gained insights into Algeria's telecommunications infrastructure and internet operations.
- Observed best practices in postal and telecommunications systems management, enhancing understanding of nationwide network structures.

Networking Intern, Algiers Telecom – Algiers, Algeria

February 2023 – March 2023

- Explored telecommunications technologies and learned about internet distribution across Algeria.
- Acquired foundational knowledge in networking principles and internet connectivity standards.

System Admin Inter , Sonatrach – Algiers, Algeria

April 2022 – May 2022

- Gained hands-on experience with local Sonatrach networks and system management practices.
- Learned foundational concepts in networking and system administration, supporting critical energy sector infrastructure.

Projects

Modern Snake Game

github.com/youcefbedrani/SnakeGame

- Built a modern rendition of the classic Snake game with a leaderboard to encourage competition among players.
- Tools Used: JavaScript, React.js, Tailwind CSS, Vercel

Expense Tracker

github.com/youcefbedrani/expense-tracker

- Developed an expense tracker to monitor income and expenses, allowing users to categorize and visualize financial data.
- Tools Used: Vue.js, TypeScript, Tailwind CSS, Vuex

Gemini AI Clone

github.com/youcefbedrani/Gimini-clone

- Created a clone of the Gemini AI platform, demonstrating familiarity with AI design principles and interactivity.
- Tools Used: JavaScript - React js

Server Monitoring Dashboard

github.com/youcefbedrani/Server_Monitoring-Dashboard

- Developed a dashboard for real-time server monitoring, displaying CPU, RAM, and storage metrics, with automated email alerts for issues.
- Tools Used: JavaScript, Node.js

To-Do List Application

github.com/youcefbedrani/todo

- Created a to-do list application with dynamic categorization and task management, built to optimize productivity.
- Tools Used: Vue.js, TypeScript

A Point-of-sale (POS) application

github.com/youcefbedrani/MyMarket

- A point-of-sale (POS) application with functionalities tailored for managing market transactions and sales
- Tools Used: cSharp

Minesweeper Game

github.com/youcefbedrani/Minesweeper

- A C version of the classic Minesweeper game. This project allows players to test their skills in identifying mine locations on a grid.
- Tools Used: cSharp

Node-Dashboard

github.com/youcefbedrani/Node-Dashboard

- A Node dashboard application is simple dashboard that apply what i know about node js and when i follow the constructor that build the project

- Tools Used: eJS - JS - NODEJS

Micazone Application

github.com/youcefbedrani/DPV1

- {User and Trucker Registration}: Allows users to register, browse available truckers, and request services in real-time.
- {Real-Time Tracking}: Integrated Google Maps API to enable live tracking of truckers on a map.
- {Order Management}: Designed user-friendly interfaces for ordering services, viewing order history, and tracking payments.
- Tools Used: React Native - Leftlet - Firebasse - Strapi

Technologies

- Front-end : React js - Vue js - Tailwindcss - Redux - Sass - React native
- Back-end : Laravel - Nodejs - Firebase - strapi - Rest Api - GraphQL Api
- Database : Mysql - Oracle - MongoDB - Firebase
- Languages : Typescript - Java - Javascript - c - Php
- Others : Linux - NeoVim - Docker - Git - Github - Figma

Languages

- Arabe : Native
- English : Fluent
- French : Intermediate
- Dutch : Basic