

# Moemen Khchimmadi

## Full Stack Engineer

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### Summary

As a Software Engineer, I design and deploy innovative, high-performance solutions that address the complex needs of modern professional environments.

### Professional Experience

**Final year internship: Full stack engineer**  
ST2i

Feb 2025 - Jun 2025

#### Business Process Automation

- Designed a dynamic form generator based on a microservice architecture.
- Integrated the Camunda workflow engine to automate business processes related to forms.
- Developed a drag-and-drop user interface for form creation.
- Deployed and ran the application across various environments using Docker containers.

**Technologies Used:** Angular, Camunda, Docker, Spring Boot, and PostgreSQL

**Summer Internship: Full Stack Developer**

Jul 2024 - Sep 2024

Daleelteq

#### Form template generator

- Created dynamic elements with a drag-and-drop interface for easy repositioning, while also enabling configuration through dialogs to customize its properties.
- Implemented form elements, such as text fields, checkboxes, and sections, etc.
- Integrated Camunda for business processes related to the forms.
- Installed and runned the application in different environments via Docker.

**Technologies used:** Angular CDK, Tailwind, Spring Boot, Camunda, Docker and PostgreSQL

### Education

**National School of Engineers of Carthage**

Sep 2022 - July 2025

*Engineering degree in computer science*

**Preparatory Institute for Engineering Studies of El Manar**

Sep 2020 - Jun 2022

*Pre-Engineering, Mathematics and physics*

### Projects

**E-learning Web Application** [Github]

Mar 2024 – May 2024

- Developed a secure and scalable backend using Spring Boot and Spring Security, ensuring seamless user authentication.
- Created a dynamic user interface with Angular, enhancing user experience through responsive design.
- Implemented unit testing with JUnit to ensure code quality and reliability.

**Technologies used:** Angular, Spring Boot, Spring Security, JUnit, Git and MySQL

**Galaga game** [Github]

Dec 2023 – Feb 2024

- Developed a modern Galaga game using Java and JavaFX, providing smooth graphics and interactive gameplay mechanics.
- Created an intuitive user interface with FXML, allowing for easy navigation and enhanced player experience.

**Technologies used:** Java, JavaFX and FXML

### Skills

**Languages:** Java, C++/C, Python, TypeScript,

JavaScript, PL/SQL, HTML, CSS

**Technologies:** Angular, Spring Boot, Node.js, Express.js

**Tools/DevOps:** Git, Docker, Camunda

**Data base:** PostgreSQL, MongoDB, MySQL

**IDE:** Visual Studio, IntelliJ, Eclipse, PyCharm

### Community Life

**Member of CPC Enicarthage**

Oct 2022 - Present

**Junior Member of Melkart Junior Enterprise**

Oct 2021 - Mar 2023

**Media Manager at Dynamic IPEIEM**

Mar 2021 - Feb 2022

### Language

**Arabic:** Native

**English:** Bilingual

**French:** Bilingual