

ROUIBAH HANINE

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PROFESSIONAL SUMMARY

Passionate Master's student in Computer Science specializing in Intelligent Computer Systems Engineering. Skilled Full-Stack & Mobile Developer with strong experience in building scalable web and mobile applications. Deep interest in Artificial Intelligence, Computer Vision, and developing intelligent systems that solve real-world problems. Currently working on an AI-powered mobile application for beekeeping. Seeking internships or entry-level opportunities in software engineering, full-stack development, or AI-related fields.

EDUCATION

- Master of Science in Computer Science** – University of Algiers 1, Algiers, Algeria
Specialization: Intelligent Computer Systems Engineering | *Expected Graduation: 2026*
- Bachelor of Science in Computer Science** – University of Algiers 1, Algiers, Algeria | *Graduated: 2024*

TECHNICAL SKILLS

Languages

Python Java C++ JavaScript Dart SQL

Frameworks & Libraries

Flutter Spring Boot Angular Node.js OpenGL

Databases & Tools

SQL MongoDB Supabase Git & GitHub JWT
Firebase

AI & Specialized Areas

AI & ML Basics Computer Vision Intelligent Chatbots
3D Graphics & Rendering
Retrieval Augmented Generation AI agents

PROJECTS

Beez – Intelligent Beekeeping Mobile App

MASTER'S FINAL YEAR PROJECT – IN PROGRESS

- Developing a cross-platform mobile application using Flutter to modernize beehive management.
- Integrating an intelligent chatbot for real-time assistance and decision support for beekeepers.
- Backend built with Node.js and Supabase. Combines mobile development with AI to address real-world agricultural challenges.

Event Management Web Application

M2 INGÉNIERIE WEB MODULE

- Full-stack web platform for managing conferences, trainings, and cultural/scientific events.
- Backend developed with Spring Boot microservices architecture. Frontend built with Angular.
- Features include JWT security, real-time notifications, media uploads, and role-based dashboards for organizers and participants.

3D Realistic Scene Renderer

COMPUTER GRAPHICS PROJECT

- Created an interactive and realistic 3D bedroom scene using C++ and OpenGL.
- Implemented dynamic lighting (sunlight through windows + toggleable lamps), interactive camera (auto/free mode), animations, OBJ model loading, textures, and shaders.
- Utilized libraries: GLM, GLEW, TinyOBJLoader, and STB_Image. Demonstrates strong low-level programming and computer graphics skills.

LANGUAGES & ADDITIONAL INFORMATION

Arabic (Native)

English (Fluent)

French (Advanced)

- Open to internships, research collaborations, and entry-level positions in Full-Stack Development, Mobile Engineering, or AI/Intelligent Systems.
- Passionate about leveraging technology to create impactful, user-friendly solutions.
- Based in Algiers, Algeria – open to remote opportunities and relocation.

Last updated: April 2026