

# Abdelhamid BOUAZI

Software Engineer (Full-Stack)

Barcelona, Spain

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## EXPERIENCE

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### • AXDEV MAROC

Casablanca, Morocco

*Full-Stack Engineer*

May 2023 – Jan 2026

- **Real-time dashboards:** Built and maintained real-time energy analytics dashboards using Next.js and TypeScript, used daily by **20+ internal and client stakeholders**, improving KPI visibility and decision turnaround time.
- **Performance & stability:** Reduced frontend incidents by **30%** by fixing critical state, rendering, and API-integration issues; improved perceived load time by optimizing data fetching and component re-renders.
- **Projects:** So-Analysis (Energy analytics SaaS) — YooDooGood (France-based play-and-win web app).

### • BIG M SOLUTIONS

Casablanca, Morocco

*Full-Stack Developer*

Aug 2022 – Apr 2023

- **Multi-tenant SaaS:** Developed and maintained multi-tenant SaaS features using NestJS, Express, Vue.js, and PostgreSQL, supporting **10+ organizations** with strict data isolation (RBAC, tenant-aware queries).
- **Backend performance:** Improved API response times by up to **40%** by optimizing SQL queries, adding indexes, and refactoring high-traffic endpoints.
- **Projects:** MVAULT (US SaaS management platform) — Resto4u (POS & restaurant management system).

### • BROADSEG

Khouribga, Morocco

*Intern Full-Stack Developer*

Feb 2022 – Aug 2022

- **SaaS frontend:** Built core React.js interfaces for an attendance management SaaS used by **100+ users**, reducing manual administrative work through automated dashboards and forms.
- **Projects:** Attendance Management System (Internal SaaS).

## PROJECTS

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- **Hypertube — Streaming Platform (Next.js, TypeScript, Go):** Implemented frontend architecture and core UI flows; integrated with Go backend APIs for authentication, content browsing, and playback-related screens supporting **5+ major user flows**.
- **Red-Tetris — Multiplayer Tetris (Next.js, NestJS, TypeScript):** Built real-time multiplayer gameplay with room logic and synchronized state for up to **4 concurrent players per room**; improved game responsiveness by **25%** via optimized event handling and server updates.
- **Energypipede — Real-Time Energy Pipeline (Kafka, Spark, Airflow):** Designed an end-to-end pipeline to ingest, process, and schedule jobs; achieved **near real-time processing (under 5s latency)** by tuning Kafka streams, Spark jobs, and orchestration workflows.
- **Cloud-1 — Automated Cloud Deployment (AWS, Docker, Ansible):** Automated deployment for a containerized web app; reduced manual setup time from **2–3 hours** to **15 minutes** by codifying infrastructure and release steps.

## EDUCATION

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### • 1337 Coding School (42 Network) — UM6P

Khouribga, Morocco

2021 – 2026

*Software Engineering, Project-Based Curriculum*

### • Lycée des Phosphates

Khouribga, Morocco

2020

*High School Diploma (Baccalaureate) in Physics*

## SKILLS

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### Programming Languages

TypeScript, JavaScript (ES6+), Python, Go, Java

### Frontend

React, Next.js

### Backend

Node.js, NestJS, Express, REST APIs

### Databases & Data

PostgreSQL, MySQL, MongoDB, Kafka, Spark, Airflow

### Cloud & DevOps

AWS, GCP, Docker, CI/CD, Linux, Git/GitHub

### Testing

Jest, PyTest, JUnit