

Aissa Kouame

Software Engineer | React Native | Java
Casablanca, Morocco

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Professional Summary

Software Engineer with experience building mobile applications using React Native and backend-oriented projects using Java and Node.js. Strong foundation in networking, real-time systems, authentication, and data handling. Passionate about building reliable software and strengthening engineering skills through hands-on projects.

Technical Skills

Languages: Java, JavaScript, TypeScript, C++, SQL
Mobile: React Native, Expo
Backend: Spring Boot, Node.js (Nest.js), REST APIs
Databases: PostgreSQL, SQLite, Firebase
Tools: Git, Docker, Maven, Linux
Concepts: Network Programming, Concurrency, Authentication, Real-Time Systems

Experience

Software Developer — Automation Systems Feb 2025 – Jul 2025
Novelis, Casablanca

- Developed a Blue Prism automation solution for hospital invoice processing, reducing manual workload by 70%.
- Built automated form-filling workflows with routing logic based on document and establishment type.
- Implemented Excel data extraction, validation, and error-handling logic to improve processing reliability.

Full-Stack Mobile Developer Jun 2024 – Dec 2024
Tsuki Digital Company, Casablanca

- Built a crowdfunding mobile application where users can publish projects and interact with real-time data using React Native and Firebase.
- Developed a warehouse management mobile app for inventory tracking, barcode scanning, and stock operations using React Native and SQLite.
- Integrated Firebase services and local SQLite storage to support authentication, synchronization, and offline persistence.
- Implemented role-based features and data export functionality within the mobile applications.

Projects

TCP-Based HTTP Server 2026

- Built a custom TCP server that processes client requests using an HTTP-like communication protocol.
- Implemented multithreaded connection handling, request parsing, and routing for structured responses.

Transcendence — Real-Time Multiplayer Platform 2024

- Contributed to a real-time multiplayer Pong platform where users can play, chat, and interact live.
- Worked on chat features, authentication flows, and real-time interactions using React, TypeScript, Nest.js, PostgreSQL, and WebSockets.

IRC Server — Multi-User Communication System 2023

- Built an IRC-style chat server in C++ allowing multiple users to connect, join channels, and exchange messages in real time.
- Implemented authentication, channel management, message broadcasting, and concurrent user handling with TCP sockets.

Education

School 1337 (42 Network) 2021 – 2024
Software Development Program

Faculty of Sciences Ain Chock 2019 – 2021
Mathematics and Computer Science (SMI)

Languages

Arabic (Native) | French (Intermediate) | English (Intermediate)