Yassine Idiri

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Summary

Junior full-stack developer (Master's in Computer Science). I design end-to-end web applications. Comfortable with Agile/Scrum, I analyze existing systems, model requirements with business teams, break features into user stories, and implement them while ensuring code quality (reviews, best practices) and thorough unit and integration testing.

• Portfolio: yassineidiri.github.io

Professional Experiences

Full Stack Developer - Medical Platform for Therapists

February - August 2025

Adibilis – Basel (Master's final-year internship)

Technologies: Spring Boot, Java, Angular, TypeScript, Tailwind CSS, Git

- Development of the *Order Management* module of a medical platform: viewing/filtering orders, scanning DataMatrix (GS1) codes to extract *reference* and *batch* information, and preparing shipments to patients.
- Integration of the Swiss Post API to generate shipping labels and transmit them via WebSocket to a Rust microservice developed and deployed on Raspberry Pi, controlling network printers and ensuring reliable label printing.
- Implementation of unit and integration tests delivered code coverage ≥ 80%.

Full Stack Developer – E-commerce Dashboard

May - August 2023

Black Matrix - Mulhouse (Bachelor's final-year internship)

Technologies: Python, Anvil, SQL

• Development of an analytics dashboard for an online store: queries the existing database to visualize orders and sales, and provides a product search UI along with detailed per-product statistics.

SKILLS

- Back-end: Java (Spring Boot), Node.js, PHP (Laravel)
- Front-end: TypeScript, Angular, React, HTML/CSS, Tailwind CSS
- Data & Infrastructure: SQL (MySQL), Docker, CI/CD, Kubernetes (basics)
- Quality & Practices: Testing, code reviews, Git, Agile/Scrum
- Languages: French (native), English (B1), Arabic (B1)

Personal Projects

E-commerce Web App

Technologies: PHP, Laravel, JavaScript

Developed an e-commerce platform featuring: secure authentication, catalog management, Stripe integration for payments, PDF invoice generation, email notifications, search engine, and real-time notifications via WebSockets.

2D Online Gaming

Technologies: React, Node.js (Express)

Developed an online multiplayer game allowing users to sign in, play, view their game history, and track statistics. Used React Hooks for a dynamic frontend and ExpressJS for the backend.

Source code and demos for these projects, along with others, are available at the links below.

GitHub: github.com/YassineIdiri | Portfolio: yassineidiri.github.io

EDUCATION

2023-2025	Master's Degree in Computer Science, University of Haute-Alsace — France Spring Boot, Advanced JavaScript, Vue.js, REST APIs, PHP, Human-Computer Interaction, Docker
2020-2023	Bachelor's Degree in Computer Science, University of Haute-Alsace — France Algorithms and Java programming, unit testing, SQL databases, project management, Git
2019-2020	Scientific Baccalauréat (French High School Diploma), Strasbourg Academy — France