

# Ahmed Safierrahman Abidi

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## EDUCATION

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### ESPRIT

*Computer Engineering*

Grand Tunis, Tunisia

Sep. 2024 – Jun. 2029

## EXPERIENCE

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### Software Engineer Intern

*Société Tunisienne de l'Electricité et du Gaz (STEG)*

Jul. 2025 – Sep. 2025

*Ben Arous, Tunisia*

- Supported IT systems used to monitor and operate power distribution, contributing to high-availability expectations in critical public infrastructure.
- Assisted with server operations and system administration tasks (service checks, log review, access basics, and operational documentation) to improve day-to-day reliability and troubleshooting speed.
- Gained hands-on exposure to networking architecture for grid monitoring and control, focusing on practical reliability concepts such as redundancy and segmentation.

### Lead Designer

*Kilanos Studio*

Dec. 2022 – Jan. 2024

*Remote Finland*

- Led visual design for multiple game projects, managing end-to-end delivery of UI and visual assets while keeping design consistent with project goals.
- Collaborated across teams to resolve design issues during development, translating game mechanics and direction into shippable art and interface deliverables.

## PROJECTS

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### Arch Linux Mirror | *GNU/Linux (Arch), systemd, NGINX, Automation, DNS, Git*

Dec. 2025 – Present Day

- Designed and deployed a **fully automated** Arch Linux mirror using rsync, systemd services, and timers, ensuring reliable scheduled synchronization with upstream mirrors and fail-fast execution.
- Managed DNS configuration and mirror exposure planning (public IP, port forwarding, reverse proxy readiness), through troubleshooting and avoiding ISP-level constraints.
- Documented the entire process on git, with constraints and issues that needed fixing, and how i got around them.

### Aquarium Management System | *C, PIC16F877, PCB Design, Git*

Oct. 2025 – Dec. 2025

- Built a PIC16F877 based aquarium system that monitored **3 signals** (temperature, water level, lighting) and drove actuators to keep conditions stable.
- Implemented manual override, real time status display, and safety alarms using **internal and external interrupts**.
- Stored thresholds and configuration in **EEPROM** so settings persist across power cycles.

### Lethal Prescription | *C, GNU/Linux (Debian)*

Jan. 2024 – Jul. 2024

- Developed a 2D platformer in **C** on **Debian Linux**, delivering a playable build with core movement, collision, and level flow.
- Built a time based game loop with input handling, update, and render steps to keep gameplay responsive.
- Ported the game to Windows, and published it on itch.io to expand its reach.

### Starr | *PHP, MySQL, HTML/CSS, JavaScript, XAMPP, Git*

Oct. 2025 – Dec. 2025

- Developed a **full-stack** educational web platform to support quizzes, messaging, and safe interaction for children.
- Collaborated in a team of 6 to design scalable backend logic and user-facing features while maintaining clear separation between data, logic, and UI.
- Implemented a points and badges reward system, role-based access, and tools for content moderation.

## TECHNICAL SKILLS

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**Prog. Languages:** C/C++, HTML/CSS, PHP, SQL, Bash, JavaScript

**Embedded:** Printed Circuit Board (PCB) Design, MikroC, MPLAB

**IT/Networking Exposure:** Server operations, System administration, Network architecture for monitoring and control, High availability concepts,

**Graphics Design:** Adobe Photoshop, Adobe Premier, Krita, Aseprite, Paint Tool Sai 2, Filmora X

**Languages:** English (C2), French (B2), Arabic (C2)