



# WASSIM RACHED

Backend Engineer

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## EXPERIENCE

StartNow | 2025

### Software Engineer Intern (PFE)

Designed and implemented a **multi-tenant education management platform** by modernizing and integrating data from an existing legacy system. Built core backend functionality using Spring Boot and PostgreSQL, including a hierarchical role-based access control system. Contributed to database schema redesign and migration to support a scalable and maintainable architecture for managing students, schedules, classrooms, and staff.

Cofat | 2026

### Software Engineer Intern

Designed and implemented a full **recruitment management system** aligned with the company's internal hiring process. Modeled and digitized the end-to-end recruitment lifecycle, including job requests, postings, applications, evaluations, and approval workflows. Built and structured the system logic to standardize and streamline internal recruitment operations.

## EDUCATION

Higher Institute of Technological Studies of Charguia | 2021 - 2025

### Information Technology

Studied Information Technology at the Higher Institute of Technological Studies of Charguia, specializing in Computer Systems Development, with a strong foundation in software engineering fundamentals and consistently strong academic performance throughout the program.

## PROJECTS

Personal | 2026

### Distributed Banking System

Designed and implemented a **distributed-style transaction system** to simulate how financial ledgers maintain consistency under concurrent operations. Built a double-entry accounting model with staged transaction processing (draft, pending, confirmed) and safe rollback mechanisms to ensure data integrity. Focused on high data consistency, concurrency handling, and scalable system design with an emphasis on reliable transaction processing and performance under load.

Personal | 2024

### Stream Buddy

Built a **lightweight peer-to-peer communication tool** enabling real-time messaging, audio/video calls, and screen sharing without requiring user login. Used WebRTC for direct media exchange and Socket.IO for signaling to establish peer connections. Focused on simplicity, low overhead, and efficient real-time communication in a browser-based architecture.

## SKILLS

- System Design
- Distributed systems
- Spring Boot (Java, Kotlin)
- Microsoft Azure
- PostgreSQL
- REST APIs