

Iheb Eddine BADRANI

Sr. Software Engineer (+11 years)
Master degree in Computer Science



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SUMMARY

Senior Software Engineer with 11+ years of experience, specializing in C++ and Golang. Known for driving significant crypto projects leading to substantial customer acquisitions and revenue growth. Excel in collaborative roles, leveraging mathematical and analytical skills to tackle complex problems. Seeking a challenging role in the blockchain domain to continue hands-on technical work, foster teamwork, and encourage continuous growth of technical competencies.

SKILLS

Programming: C++, Golang, C, Shell Scripting, Python, C#, Java

Blockchain Technologies: Cosmos blockchains (Axelar, Agoric, Kyve), Bitcoin, Ethereum (ERC-20), Near (NEP-141), Polkadot

Tools and Technologies: GitLab, Docker, CI/CD, gcov/lcov, CMake, UML, PlantUML, gdb/gdbserver, Networking technologies, Embedded systems, REST, gRPC, TCP/IP, DNS, Postgresql, MySQL

Soft Skills: Problem-solving, Project management, Communication, Adaptability

Languages: Arabic (Native), English (Advanced), French (Advanced), German (Beginner)

WORK EXPERIENCE



Senior Backend Engineer | Finoa GmbH, Germany | Oct 2021 - Present

Led the development and implementation of blockchain solutions for cryptocurrency custody and staking, demonstrating proficiency in a variety of blockchains and languages.

- Initiated and executed the full-cycle development of services for Axelar, Agoric, and Kyve, utilizing Golang to implement these Cosmos-based services from scratch.
- Demonstrated expertise in porting, successfully translating existing Bitcoin code from C++ to Golang.
- Leveraged C++ skills to build new features and maintain services across a range of blockchain systems, including Ethereum with ERC-20, Near with NEP-141, Polkadot, Centrifuge, Mina, Oasis, and others.
- Pivotal in enhancing the security of applications, thereby ensuring the safe custody and staking of cryptocurrencies.
- Fostered a collaborative environment and set high standards for software documentation and code reviews.
- Utilized a diverse set of tools and technologies including C++17, GitLab, Linux, Docker, CI/CD, gcov/lcov, CMake, UML, PlantUML, gdb/gdbserver, and networking technologies.



Senior Backend Engineer | Luxoft GmbH, Germany | December 2018 – September 2021

Played a pivotal role in the RemoteProduction project for VW Group's E3 Solution (Adaptive AUTOSAR), providing critical software development and leadership skills.

- Led detailed design, implementation, unit testing, and code review processes.
- Developed key features including Baseline Update and Inbetriebnahme.
- Utilized a variety of tools such as C++14, Git, Linux, Docker, and Qemu, among others.



Senior Backend Engineer | Altran GmbH, Belgium | January 2018 – October 2018

Trainer | Jan 2018 - Feb 2018

Provided essential training and mentorship for junior consultants in C, C++, and Linux.

Project: Televic Healthcare Software Porting | Mar 2018 - Apr 2018

Led the successful porting of Linux software from an i.MX27 processor device to an i.MX6 processor device, changing from Ptxdist to Yocto environment.

- Developed a hardware abstraction layer for all devices and restructured shared code between old and new devices.
- Key Technologies: Qt, C++11/14, Linux, Gdbserver, GIT.

Project: Televic Conference Room Server | May 2018 - Oct 2018

Participated in the improvement and maintenance of a large-scale conference room server handling over 1000 connected microphones.

- Addressed system bugs and implemented new features, enhancing server performance and functionality.
- Tools utilized: C++11, Boost, Linux, Shell scripting, GIT, Gdbserver, Minicom.

Sagemcom Senior Embedded Software Engineer | Sagemcom GmbH, Tunisia | March 2016 - December 2017

Project: Cable Modem (DOCSIS 3.0)

Played a significant role in the implementation and maintenance of Cable Modem services based on customer specifications.

- Addressed system bugs in various domains, such as WiFi, LEDs, SNMP, GUI, and more, enhancing overall system functionality and reliability.
- Seamlessly integrated Client GUI packages into Broadcom Middleware, adapted back-end code as required, and validated system functionality.
- Developed comprehensive release notes and technical documents, and coordinated with the chip supplier's technical support team to resolve critical issues.
- Key technologies: C, C++11/14, Bash, Embedded Linux, eCos, UML, Minicom, MIPS, Broadcom-Middleware, SVN, GDB, Eclipse, Ethernet, IP, WiFi, SNMP, TR-069, Telnet, Tftp, DHCP, Docsis 3.0, GUI, Phabricator, VIM.

acoba Embedded Software Engineer | Acoba GmbH, Tunisia | November 2014 – September 2021

Project: Embedded Camera Software Development

Spearheaded the design, development, and testing of an innovative embedded camera software with cutting-edge features.

- Developed software to allow user configuration, motion and IR event notifications, video transmission to cloud server and mobile devices, and real-time notifications using IoT technology.
- Implemented robust security features and auto-update functionality.
- Mentored two end-of-study internship students, enhancing their practical learning and industry experience.
- Key Technologies: C, C++, GDB, IoT, ISAPI, ZMQ, SVN, Git, Curl, PHP, XML, REST, MySQL, Heat Map, OpenCV.

Software Developer | Freelance, Remote | March 2014 – November 2018

Engaged in the development of new features for a Point of Sale application, aligning with varied client environments and business requirements.

- Demonstrated strong problem-solving abilities in meeting diverse client requirements, effectively customizing the application to improve user experience and functionality.
- Utilized Java and NetBeans extensively in the development process.

Software Developer | Freelance, Remote | July 2014 – November 2014

- Developed a unique web project to facilitate learning in writing and analysis of Arabic poems.
- Successfully created an interactive and user-friendly platform for learning Arabic poetry, enhancing users' literary skills and understanding.
- Applied PHP, JavaScript, and MySQL for seamless web development.



Backend MMORPG game developer | MaxKO d.o.o, Remote | May 2012 - July 2014

Worked on the server-side development of an MMORPG game (private server for the game Knight Online).

- Developed engaging game events like Chaos Event, Border Defence War, Forgotten Temple, and Clan system, contributing to the immersive gaming experience.
- Implemented game quests using Lua scripting, and created tools for efficient game development.
- Rectified bugs and crashes, ensuring smooth gameplay and user satisfaction.
- Devised and implemented security measures to prevent player cheating.
- Key Technologies: C++, MFC, Lua, C#, VC++ 2010, SQL Server.

C Developer | Sankuru.biz, Remote | December 2010 - July 2014

Created an open-source library in C, facilitating the development of script style in pure C language.

- Developed a versatile open-source library that enables developers to write script style in C language, contributing to the ease of development and coding efficiency.

EDUCATION

Master's Degree in Computer Science

National School of Computer Science of Tunisia | 2008 - 2011

Preparatory Institute for Engineering Studies El Manar

Specialty: Mathematics-Physics | 2006 - 2008

REFERENCES

References available upon request.