Mohamed Aissa

Software Developer

rygaa@protonmail.com
+1 (438)-925-9863
Montreal, QC, Canada
[Web Portfolio](#) [Linkedin](#) [Github](#)

Work Experience

Software Developer – *Visions of Independence*

Dec 2022 – Aug 2025 (Full-time)

Led architectural decisions for internal systems, integrated Microsoft Graph API to connect ERP with Azure and Microsoft 365, implemented automation via SharePoint and Power Automate, developed a screen sharing system using WebRTC for client support sessions, deployed and secured services on Azure, and withheld further technical details to avoid entering any gray areas related to an NDA.

SaaS Developer – *MyFloraboard*

May 2022 – Dec 2022 (Full-time), Dec 2022 – Jul 2023 (Part-time)

Built and deployed a production SaaS platform for managing plant libraries linked to projects, implemented PDF export through custom templates, cleaned and normalized a license-free plant dataset enriched via OpenAI API, handled the entire stack including front-end, back-end, hosting, and firewall configuration, and published the application at myfloraboard.com with ongoing updates based on user feedback.

Full Stack Web Developer – *Pillar Science*

Jan 2022 – Apr 2022 (Full-time)

Refactored legacy code to improve maintainability and performance, implemented new features across the application, resolved architectural issues, wrote automated tests to ensure system stability, contributed to Agile planning and peer reviews, and participated in feature delivery for a scientific data management platform.

Software Developer – *Medical Tutoring Application*

Jun 2020 (Contract during academic studies)

Built a video-sharing web application for a medical student with features for categorizing tutorials by chapter, integrating a commenting system, designing the UI in Figma, enhancing UX through animated transitions, and tailoring the platform to academic needs and structured study workflows.

Informal Technical Tutor

Sept 2019 – Aug 2024 (Occasional)

Provided free tutoring in programming and computer science to peers, classmates, and referrals, covering debugging, project support, and conceptual explanations, adapting to various learning styles, and strengthening technical communication skills through direct and sustained peer engagement.

Projects & Independent Study

Independent Game Developer – *Dragon Ball Z Online RPG (2D)*

Jan 2016 – Nov 2017

Developed a 2D online RPG inspired by Dragon Ball Z using the Eclipse Origins engine, implemented combat systems such as combo chains, ki charging, teleportation, ranged attacks, and transformations, heavily modified the engine's core to support real-time action gameplay, and combined original assets with community-sourced content to build a functional multiplayer game environment.

Education

University of Montreal – Preparatory Year in Computer Science
Sept 2023 – Jan 2024

Attended a preparatory term covering foundational subjects such as mathematics and programming, then opted to prioritize professional work opportunities over academic coursework and continued learning through independent study while actively developing real-world software projects.

Cégep Bois-de-Boulogne – Software Engineering Technology (DEC)
Sept 2019 – Aug 2021

Studied programming, databases, and software development for three academic terms. Chose to leave during the COVID remote learning period to pursue a more effective learning path through university studies and hands-on software engineering projects.

Skills

Programming Languages: JavaScript (ES6+), TypeScript, Java, C++, PHP, GDScript

Frameworks & Libraries: React, Next.js, Vue.js, Svelte, Node.js, Express, Framer Motion

Styling & UI: SCSS, Material UI, Shadcn/ui, responsive design systems

Graphics & Visualization: Three.js, Framer Motion, interactive UI animations

DevOps & Infrastructure: Docker, NGINX, Azure, deployment automation, firewall configuration

Protocols & Integration: HTTP/HTTPS, WebSocket, Microsoft Graph API, Power Automate, SharePoint

Databases & Data Processing: PostgreSQL, MongoDB, JSON APIs, data normalization, AI-based enrichment (OpenAI)

Build Tools & Front-End Architecture: Vite, Parcel, modular component design, state management patterns

Tools & Workflow: GitHub, Postman, Figma, Microsoft Teams, Slack, CI/CD pipelines