

Ahmed JERBI

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PROFILE

Final-year engineering student specializing in embedded systems, IoT, and web development. With solid experience in hardware–software integration and automation, I embrace the mindset of being a “jack of all trades, master of none, yet often better than a master of one.” I’m driven by a passion for building innovative, dependable, and user-oriented technological solutions.

EXPERIENCE

- Full-Stack Web Development Intern** Sfax, Tunisia
MINOTORE TUNISIA July 2025
- Web Development Intern** Sfax, Tunisia
ESSE Research Laboratory, ENET’Com June 2025
- R&D Embedded Systems Intern** Tunis, Tunisia
EVENTIZER PLATFORMS July 2024 - August 2024
- Web Development Intern** Sfax, Tunisia
ESSE Research Laboratory, ENET’Com June 2024

EDUCATION

- National School of Electronics and Telecommunications of Sfax (ENET’Com)** Sfax, Tunisia
• *Engineering Degree in Electrical and Communication Systems Engineering* Sept 2023 – Present
Rank: 2nd / Class of 2026
- Sfax Preparatory Engineering Institute (IPEIS)** Sfax, Tunisia
• *Pre-Engineering Studies – Physics and Techno* Sept 2020 – June 2023

SELECTED PROJECTS

- SmartMail AI (Sofrecom Hackathon Project)**
An intelligent email assistant for semantic search and context retrieval. The app automatically classifies, summarizes, and drafts email responses. *Stack: Next.js, FastAPI, NVIDIA Llama 3, Mistral AI, Chroma DB*
- ETF Hub**
A web dashboard to fetch, store, and update ETF identifiers and performance metrics from multiple data sources, improving data accessibility and automation. *Stack: Next.js, REST APIs, MongoDB, Tailwind CSS*
- Smart IoT Dashboard**
A Flask-based web dashboard to monitor and control LEDs and relays via Raspberry Pi, with real-time data synchronization and remote device management using Firebase. *Stack: Flask, Raspberry Pi, Firebase*
- Badge Express System**
Autonomous badge dispensing machine integrating STM32 and Arduino for automated user identification. *Stack: STM32, Arduino, SolidWorks, RAMPS 1.5*
- Simon Says**
Interactive memory game with LEDs, push buttons, and an LCD. The system generates LED sequences that players must reproduce. *Stack: STM32 HAL Library, I2C*

TECHNICAL SKILLS

Front-End: Next.JS, TailWind CSS, WordPress

Back-End: Strapi, Express.JS, Flask, FastAPI, Firebase

Data & Databases: MySQL, PostgreSQL, Firebase, MongoDB

Embedded Systems: STM32, ESP32, Raspberry Pi, SPI/UART/I2C, FreeRTOS, Real-time control

Tools: Git, VS Code, STM32CubeMX, Docker, IAR, LabVIEW, Postman

LANGUAGES

Arabic (Native), English (B2), French (B2)