Ghita Lahbabi

Software Engineering Student – Montreal/Quebec

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Education

Bachelor's Degree in Software Engineering   *2024 — 2028*
Université Laval — QC

Projects

Interactive Clinical Cases (GPHC) — Python / React
Internal web platform for learning through clinical cases, featuring on-demand case generation using AI, developed in collaboration with medical students.

Formula 1 Strategy Simulator — Python
Simulator comparing different tyre strategies based on circuit characteristics, weather conditions, and tyre degradation. Algorithmic approach focused on optimization and decision-making.

Catalog Management (GUI) — C++ / Qt
Catalog management application with a Qt graphical interface for handling products and related information. Simple interface designed to facilitate data manipulation and visualization.

Retro 2D RPG Game — C++ / Raylib
2D RPG game developed in C++ using Raylib, including combat mechanics, entities, and collision handling. Real-time graphical project based on an object-oriented architecture.

Café Study Tracker — Python
Productivity application combining a study timer, task management, and visual progress tracking. Custom graphical interface focused on user experience.

Email Client/Server System — Python (TCP/IP Sockets)
Email system implemented using TCP/IP sockets for sending and receiving messages. Project illustrating the fundamentals of network communications and client/server architectures.

Board Game with AI Opponent — Python
Console-based board game featuring an opponent controlled by decision-making logic. Management of game states, rules, and win conditions.

MovieToBook – C# / .NET, HTML / CSS
Web application that recommends books based on a selected movie. Integrates the TMBD and Google Books APIs with a matching algorithm based on genres and thematic similarity.

Wordle — JavaScript / HTML / CSS
Clone of the Wordle game with user input handling and interactive feedback.

Skills

Programming Languages: Python, C++, JavaScript, Java, C#, ARM Assembly, Bash, PowerShell
Web and UI Development: HTML, CSS, React, Qt, Raylib
Libraries and Frameworks: NumPy, Matplotlib
Tools and Environments: Git, GitHub, Linux, VS Code, NetBeans, JetBrains, Jupyter Notebook, LaTeX
Concepts and Practices: Object-oriented programming, multi-threading, TCP/IP sockets, state machines, graphical user interface development, unit testing (TDD), Agile methodologies (Scrum, Kanban)

Certifications

AWS Certified AI Practitioner   *January 2026*

Experience

Student Employee — Retraite Québec   *2023 — Present*
Operational Support Analyst

- Structuring, cleaning, and updating internal datasets using Excel.
- Automating workflows through VBA scripts.
- Generating standardized documents from structured data.