Sami Hanine

Full-Stack Software Developer
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Summary

I wrote my first lines of code at age 11 and have been passionate about software ever since. Having lived and studied in Europe, North America and Asia, I adapt quickly to new environments and peoples. An entrepreneurial mindset led me to co-found Otopio and complete HEC Montréal's tech start-up accelerator. Whether building mobile apps, web platforms, video games or embedded systems, I learn fast and thrive on diverse technical challenges.

Education

École de Technologie Supérieure (ÉTS) — *Expected Jun 2026*
Bachelor of Engineering, Software Engineering — Montréal, Canada — Sep 2022 – Present

National Taipei University of Technology (NTUT) — *Exchange Semester*
Deep Learning and Advanced AI — Taipei, Taiwan — Feb 2025 – Jun 2025

Entrepreneurship Incubation Program (HEC Montréal) — *Completed Apr 2024*
Tech Start-up Acceleration — Montréal, Canada — Jan 2024 – Apr 2024

University Claude Bernard Lyon 1 (IUT) — *Graduated Jun 2022*
DUT Computer Science — Lyon, France — Sep 2020 – Jun 2022

Professional Experience

Chief Technology Officer (Co-Founder)
Otopio — Canada / France — Mar 2023 – Present
– Design and build modern mobile and web applications with Next.js, React, TypeScript and Tailwind, leveraging object-oriented principles and clean architecture.
– Led several large-scale full-stack projects structured as monorepos, supporting multiple active users and integrated payment systems.

Front-End Developer (Internship)
Finance It Forward — Los Angeles, USA — May 2023 – Aug 2023
– Developed a cross-platform financial management interface using Next.js, TypeScript and tRPC.

Web Developer (Part-Time)
Miloguide — Montréal, Canada — May 2022 – Apr 2023
– Integrated interactive mapping and geolocation features (Leaflet, PostgreSQL/PostGIS) into a tourism platform, enhancing user engagement and data-driven visuals.

Embedded Software Developer (Internship)
Senzu — Lyon, France — May 2022 – Aug 2022
– Implemented embedded C and Python firmware for NFC encoders in connected devices, ensuring secure object identification and efficient low-level protocols.

Lead Game Developer (Part-Time)
Independent Team — Montréal, Canada — Sep 2023 – Jan 2024
– Led programming for a 2-D Steam demo using Unity, applying C# object-oriented patterns, physics simulation and an agile asset pipeline while coordinating a distributed art team.

Technical Skills

Languages: TypeScript, JavaScript, Python, Java, C#, C, PHP, SQL

Frameworks & Tools: React, Next.js, Node.js, CSS, Tailwind, React Native, Unity, Git, Docker, Monorepo (Turborepo/Nx), REST, GraphQL, TensorFlow, PyTorch, OpenAI API, AI Agents, CI/CD (GitHub Actions)

Databases & Cloud: PostgreSQL, MySQL, Firebase, AWS, Digital Ocean