

Abdelatif Igounad

Backend Developer

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SUMMARY

Aspiring Full Stack Developer with experience in TypeScript, Node.js, Next.js, Django, PostgreSQL, and Docker. I enjoy building both frontend and backend systems, working with APIs, databases, and deployment tools. I'm still learning and improving, dedicating time daily to understanding new technologies and best practices. Currently studying at 1337 School (42 Network), I'm looking for an internship where I can apply my skills, gain real-world experience, and grow as a developer in a collaborative environment.

SCHOOL PROJECTS

ft_transcendence | *React, TypeScript, Django, WebSocket, Docker, ELK Stack, CI/CD*

- Developed a full-stack web application featuring a real-time multiplayer ping pong game with intuitive UI/UX design.
- Implemented game mechanics, state synchronization, and WebSocket-based real-time interactions for smooth online gameplay.
- Designed and built a tournament system with matchmaking, ranking, and competitive tracking.
- Set up and managed CI/CD pipelines using GitHub Actions, ensuring automated testing, linting, and seamless deployments.
- Configured Docker Compose for development and deployment, containerizing backend, frontend, and database services.
- Implemented Nginx as a reverse proxy with SSL termination for secure HTTPS communication and efficient routing.
- Integrated the ELK Stack (Elasticsearch, Logstash, Kibana) for centralized logging, monitoring, and debugging.

Inception | *Docker Containerization, Docker Compose*

- Architected and deployed multi-container applications with Docker, using NGINX, WordPress, and MariaDB.
- Implemented secure communication and TLS encryption (TLSv1.2/TLSv1.3).
- Orchestrated containers with Docker Compose and managed persistent data volumes.
- Configured NGINX as a reverse proxy and automated tasks with Bash scripts.

IRC Server Implementation | *C++98, Network Programming*

- Built a fully functional IRC server handling multiple client connections with non-blocking I/O
- Implemented robust error handling and connection management systems

Cub3D | *3D Game Engine Development*

- Developed a raycasting engine to render 3D environments inspired by Wolfenstein 3D.
- Applied 3D graphics mathematics for depth and perspective in a 2D grid.
- Engineered collision detection for accurate player movement and interaction.
- Implemented texture mapping to apply textures onto 3D surfaces.
- Optimized rendering for smooth performance and minimal resource consumption.

TECHNICAL SKILLS

Frontend Development: React, TypeScript, HTML5, CSS3, Responsive Design

Backend Development: Django, Django REST Framework, WebSocket, PostgreSQL

Programming Languages: JavaScript, TypeScript, Python, C, C++

DevOps & Software Practices: Docker, Docker Compose, CI/CD, TDD

Tools: Git, NGINX, Bash, Figma

Currently Learning: Next.js, Node.js, Cloud Technologies, Advanced DevOps

EDUCATION

1337 School (42 Network)

Intensive Computer Science Program

Sep 2022 - Present

Khouribga, Morocco

- Selected for highly competitive coding school affiliated with École 42 Paris.
- Completed advanced projects in system programming, algorithms, and web development.