32 yo   Montrouge (92)

Chérif BADAD

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Computer science student at school 42.

> *After several years teaching editing and graphic design, I reoriented my professional life to study what I love the most : the field of IT, wether it is its security component or its administration.*

```
$> cd Resume
$> ls -a
```

$> Work Experience && Professional Training

School 42

-> Paris

Stagiaire de la formation professionnelle (aka student)

May 2021 to present

C   C++   DOCKER   DEBIAN   MARIADB   PHP

REDIS

> *The common core covers the area of basic programming in C / C++. Some project I did :*

FINISHED

- Webserv :
  - Recode in c++ 98 a nginx like webserver.
- Inception :

- - ○ *Dockerisation* from 0 to a final product of a LEMP stack + {redis, php-my-admin, ftp, prometheus/grafana}
- Born To be Root, NetPractice :
- - ○ Projects focused on sys and network administration. LEMP stack on a custom debian server and an overview of TCP/IP protocol.
- CPP Modules :
- - ○ An overview of c++ 98 (from the very begining to containers)
- Cub3D :
- - ○ Recode a [famous](#) video game in C and a graphic library.
- minishell
- - ○ Recode a bash like shell.
- Libft, ft_printf, philosophers, push_swap.. :
- - ○ Recode basic functions of the libc, threaded programming, sort algorithm.

> *These two projects are the last ones that I must finish (ft_containers) and begin (ft_transcendance) before internship or work-study program*

WORK IN **PROGRESS**

- Recode stl containers (vector, stack, map).
- Code a gaming website (pong !) with a typescript language and nest JS backend // Final Project
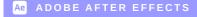

Video editor, graphic designer

-> Mostly at Saint-Quentin en Yvelines ([3IS](#)) and Île-de-France

Production, realization, delivery (in time !)

2013 to 2020

Pr ADOBE PREMIERE PRO   **Ps ADOBE PHOTOSHOP**

Ae ADOBE AFTER EFFECTS   **macOS MAC OS**

> *Realization, artistic direction, production etc. of a lot of different projects with/for a lot different firm/people in different context (professionnal school, movies, video advertising, video clip, theater...)*

- Production :
- - ○ Analysis of time and budget feasibility of a project
- - ○ Planification
- - ○ Artistic and technic preparation
- Realization and delivery :

- • ◦ Managing tools, equipment, people.
- • ◦ The triptich : send a version of a product - collect the correction requests - send a patched version of the product.
- • ◦ Delivery in time, with a smile 🙂

Teacher in video editing, graphic design

-> Saint-Quentin en Yvelines (3IS) **Design courses, teach technical and artistic concepts** *2014 to 2019*

`PEDAGOGY`   `KNOWLEDGE`   `RIGOR`

- • Participate with other teachers to the design of the pedagogic program, writing, design, deliver the courses based on this program.
- • Animation of the courses (for students from BAC to Master),
- • Assesments, support the student in their studies, "retex" to the staff.

$> Skills

`C`   `C++`   `PYTHON`   `SHELL SCRIPT`   `JAVA`   `LINUX`

`WINDOWS`   `MAC OS`   `VIM`   `VISUAL STUDIO CODE`

`GITHUB`

$> Field of interest

`CYBERSECURTY`   `POLITIC && NEWS`   `BOOKS`   `VIDEO GAME`

$> Education
- • School 42 *05/2021 to present*
- • Hack The box Academy (online courses about cybersecurity), *01/2022 to present*
- • Chief Editor, 3IS, *2013*
- • Scientific Baccalaureate, *2008*

$> Languages
- • French (maternal)
- • English (technic)