chebadad@lilo.org   +33658750128   32 yo   Montrouge (92)

Chérif BADAD

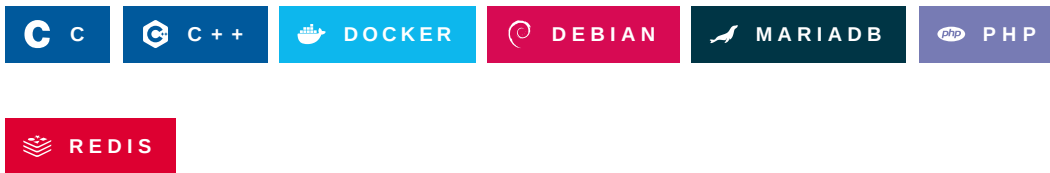**Computer science student at school 42.**

#

> *After few years teaching editing and graphic design to students, 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*
>
> **FINISHED**
>
> *did : #*

- 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 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 finished (ft_containers) and begin (ft_transcendance) before internship or work-study program*

- 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*
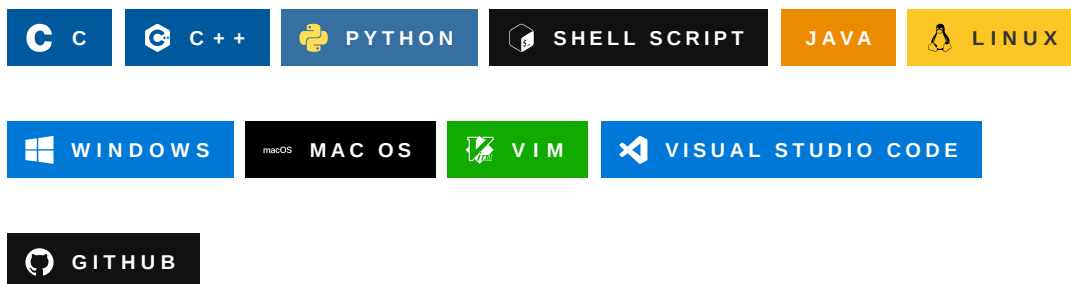
PEDAGOGY   **KNOWLEDGE**   **RIGOR**

- 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)
- Evaluate the students, 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`

$> `Education`

- School 42 *05/2021 to present*
- Hack The box Academy, *01/2022 to present*
- Chief Editor, 3IS, *2013*
- Scientific Baccalaureate, *2008*

$> `Languages`

- French (maternal)
- English (technic)