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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*



*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 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.

WORK IN

PROGRESS

*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),
  - Assessments, 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

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## \$> 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
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## \$> Field of interest

CYBERSECURTY

POLITIC && NEWS

BOOKS

VIDEO GAME

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## \$> Languages

- French (maternal)
- English (technic)