Abdellatyf En-neiymy *Front End Developer*

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○ Abdlatif-20

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in aben-nei
🔗 Portfolio

Profile

Front-end developer skilled in React, Next.js, and Tailwind CSS. Experienced in building modern, responsive, and user-friendly web interfaces. Passionate about UI/UX design and delivering high-quality front-end solutions.

Education

Software Engineer
1337 School
present | Khouribga

Bac SVT
Lycee Adakhla
Casablanca

Skills

C/C++

HTML/CSS

Tailwind CSS

JavaScript

React.js

Next.js

Professional Experience

Front end (Internship)
Linkupvalue
2025/01 – 2025/07 | CASABLANCA, Morocco
Linkupvalue specializes in digitalizing HR processes using AI-driven technologies.
I developed a salary and HR market trends platform and a simplified job search tool that allows users to apply without creating an account.

Soft Skills

- Problem-Solving
- Team Collaboration
- Time Management
- Adaptability
- Communication
- Continuous Learning

Projects

MyJoboard
A modern job board platform designed for seamless job posting and job searching. Developed a responsive front-end using **React**, and **Tailwind CSS**, with a focus on intuitive UX.

rhmetrics
A web platform providing insights into HR market trends and salary benchmarks in Morocco. Developed a clean, responsive front-end using **React** and **Tailwind CSS**, ensuring an intuitive user experience.

ft_transcendence (Pong Game)
- Built a dynamic Pong game using **Next.js** (TypeScript) and **Tailwind CSS**, creating a responsive UI
- Designed and implemented a scalable **Django REST Framework** backend with **PostgreSQL.**

WebServ
- Developed a lightweight HTTP server in **C++**, adhering to the HTTP/1.1 protocol.
- Implemented multi-threading and support for **GET/POST/DELETE** methods.

Inception
- Created a multi-service architecture with **Docker**, deploying web servers, databases, and reverse proxies.
- Configured **Docker Compose** to ensure service isolation and secure network management.

Cub3D
- Engineered a 3D game using **C** with real-time ray-casting.
- Integrated texture mapping, player movement, and collision detection, enhancing gameplay realism.

tools

- Git/Github
- Docker
- TypeScript
- Figma
- Django Rest Framework
- PostgreSQL