

Ayoub Lotfi

Front-End Developer | UI/UX Designer

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Hello , Im a Front-End Developer and UI/UX Designer with experience designing and developing responsive, user-friendly web applications. Proficient in React, JavaScript, HTML, CSS, Tailwind CSS, and API integration. Skilled in creating real-time interactive projects with a strong focus on usability, accessibility, and modern design principles. Highly motivated to deliver clean, functional, and visually appealing digital experiences.

Work Experience

Front-End Developer & UI/UX Designer Intern – Labgenz	Casablanca	May 2025 – Nov 2025
<ul style="list-style-type: none">Designed and developed B2B and B2C educational websites with responsive layouts and interactive UI components.Implemented user interfaces using React, TypeScript, HTML, CSS, and Tailwind CSS, ensuring a seamless user experience.Integrated APIs to provide dynamic and real-time content for web applications.Delivered fully functional educational platforms by combining front-end development and UI/UX design expertise.		

Projects

- GitHub Clone Portfolio** - Built a fully responsive and interactive portfolio to showcase multiple projects using modern front-end technologies.
- Casa Stitch Design** - Designed a visually appealing UI/UX for a home décor platform, focusing on responsive layouts and user-friendly interactions.
- ft_transcendence – Frontend & UI/UX** - Designed and implemented the frontend and user interface of a real-time online multiplayer ping pong game using TypeScript, HTML, and CSS. Integrated APIs to support live gameplay and dynamic interactions, focusing on responsive design, intuitive user experience, and smooth real-time updates.
- IRC Internal Chat System – Server Module** - Developed the server-side of a real-time chat application in C++ using socket programming, managing multiple clients, message routing, and channel operations. Focused on scalable server architecture, efficient data handling, and reliable network communication.
- Cub3D – 3D Game Development (Parsing Module)** - Implemented the parsing system in C for a 3D game using the MLX library, handling map data, player positioning, and environment validation. Focused on robust data processing, error handling, and ensuring accurate game setup for real-time rendering.

Education

1337 School / UM6P (42 Network) – Diploma in IT Development	Tetouan	2022 - Present
Bachelor Degree in Product Design, GPA: 3.16/4.00		
<ul style="list-style-type: none">Relevant coursework: C, C++, Object-Oriented ProgrammingWeb Development		

Skill & Achivements

- Front-End** : HTML, CSS, JavaScript, TypeScript, React
- UI/UX** : Figma, Responsive Design, Tailwind CSS, User-Centered Design
- APIs** : REST API integration, real-time data handling
- Tools & Workflow** : Git, GitHub, Vercel, NPM, Linux