Ayoub Hamou

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Summary

Motivated software developer with a background in physics and chemistry, currently enhancing my skills through hands-on learning at 1337 Coding School. Passionate about full-stack web development with experience in C/C++, Python, JavaScript, and web technologies. Eager to apply my problem-solving abilities and work in collaborative environments to deliver high-quality, scalable software solutions.

Education

Polydisciplinary Faculty of Ouarzazate Sep 2018 – Jun 2021
License degree in Physics and Chemistry

1337 Coding School Oct 2022 – Present
software development

Technical Skills

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript/TypeScript, HTML/CSS

Developer Tools: Git, Docker, Unix/Linux, GDB, Makefile, Shell Scripting, VS Code, IntelliJ

Frameworks & Libraries: Django, ReactJs, threeJs

Projects

TRANSCENDENCE | *ThreeJs, Django channels, WebSockets* Oct 2024 – Jan 2025

- Developed an interactive multiplayer game using Three.js for the frontend and Django Channels for real-time backend communication.
- Implemented WebSockets for low-latency interactions, enabling seamless gameplay experiences.
- Designed and managed backend logic to handle game states, player synchronization, and event broadcasting.
- Collaborated with my teammates to integrate the game into a full-stack web application with authentication and user management.

INCEPTION | *Docker, Docker-Compose, Networking, Nginx, Wordpress, MariaDB* Jul 2024 – Sep 2024

- Set up a multi-container application using Docker and Docker-Compose to host WordPress with a MariaDB.
- Configured Nginx as a reverse proxy to manage HTTP traffic and ensure secure access via SSL.
- Developed scripts to automate container orchestration and ensure smooth deployment.

IRC SERVER | *C++, Networking, Sockets, Multi-threading, RFC 1459* May 2024 – Jun 2024

- Collaboratively built an IRC (Internet Relay Chat) server in C++ following the RFC 1459 standard.
- Implemented client-server communication using socket programming and managed multiple connections via multi-threading.
- Developed key features like user authentication, channel management, and message broadcasting.

MINISHELL | *C, Unix Shell, GDB, Makefile* Jun 2023 – Aug 2023

- Developed with my teammate a Unix shell implementation focusing on reliability and POSIX compliance.
- Used C for complex parsing and execution of shell commands, handling pipes, redirections (¿, ¿¿, ¡).
- Implemented built-in commands (‘cd‘, ‘echo‘, ‘pwd‘, etc.) and managed process control with system calls