Noureddine Jabnouni

Software Engineer

About Me

I like Computer science, Math, Phisics, problem solving
and Game theory, I also use Linux as a daily driver.

Skills

Math

Physics

Game Theory

Gnu/Linux

FreeBSD

C++

C

Rust

Zig

Java

Python

JavaScript

HTML & CSS

Projects

Web Scraper

A Python tool to scrape data from e-commerse websites.

A data analasys tool

A python script that orders and analyses data collected by The web scraper.

Small Physics Engine

A small Physics engine written in rust with a diffirential equation solver and basic collision detection to simulate a few concepts from Newton's laws.

Ray caster

a rycaster engine in c++ and freeglut similar to the one in wolfenstein

Contact

If you would like to work with me, feel free to reach out!
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