**WEISMANNS**

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## SUMMARY

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Versatile and passionate Full-Stack Developer with a strong proficiency in TypeScript, JavaScript, and Python, complemented by low-level systems programming experience in C/C++ and Rust. Proven ability to architect and build robust applications, from high-performance C++ web servers to popular open-source TypeScript API wrappers. A dedicated learner, continually expanding skills through platforms like boot.dev and LeetCode, with a solid foundation in software engineering principles, including OOP, functional programming, version control with Git, and containerization with Docker.

## Education

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**Software Engineering Curriculum (Inferred)** | 42 School Network | [USER INPUT REQUIRED]

## Experience

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## Projects

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**WebServer**

* Engineered a lightweight, high-performance HTTP/1.1 web server from the ground up in C++98. The server features CGI support, utilizes epoll for efficient, non-blocking I/O to handle concurrent connections, and is configured via TOML files.

**Character.AI-TS**

* Authored and maintained a popular (19+ stars) unofficial TypeScript wrapper for the character.ai API, enabling developers to seamlessly integrate AI chat functionalities into their applications.

**Komikku**

* Developed a type-safe TypeScript library that provides a unified interface for fetching manga and manhwa data from various online sources, simplifying data aggregation for developers.

**Inception**

* Designed and deployed a multi-service web application stack using Docker Compose. The architecture includes NGINX as a reverse proxy, a WordPress CMS, and a MariaDB database, all configured with a strong emphasis on security and containerization best practices.

**Dining Philosophers**

* Implemented a robust solution in C to the classic Dining Philosophers concurrency problem, utilizing the pthread library and mutexes to effectively prevent deadlocks and race conditions.

**Miku Framework**

* Built a lightweight, experimental React-like framework from scratch in TypeScript, implementing a fiber-based reconciliation algorithm and concurrent rendering to understand modern front-end architecture.

## Technical Skills

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**Languages:** TypeScript, JavaScript, Python, C++, Rust, HTML/CSS, Data Structures & Algorithms

**Frameworks/Libraries:** React.js, Node.js

**Tools/Technologies:** Docker, Git, Linux/Shell

**Other:** C, Lua, NGINX, MariaDB, API Design & Integration, Object-Oriented Programming (OOP), Concurrency & Multithreading

## Achievements

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* Completed 6 professional development courses on Boot.dev, covering Python (OOP, Functional Programming), Git, Linux, and project-based learning.
* Demonstrated algorithmic problem-solving skills on LeetCode across JavaScript, Python, and C, with a focus on Data Structures like Tries and Hash Tables.
* Creator of 'Character.AI-TS' and other open-source tools, cultivating a community presence with over 70 followers on GitHub.