# ACHRAF NAJMI

## Software Engineer Student

Born: 7/24/1994 Casablanca, Morocco

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Armed with a Physics Electronics degree, my research experience fuels my passion for problem-solving.



as latest degree from **UH2C FSBM** 

Now at 1337, I'm blending physics expertise with coding skills for impactful software development.

## **EDUCATION & PROJECT & EXPERIENCE**



· A web app for real-time multiplayer Ping-Pong matches on 3D

github.com/ft-transcendence-1337 /ft-transcendence

## 4/2023 webserv (C++)

- · Implementing an HTTP/1.1 WebServer from scratch
- github.com/NajmiAchraf/Webserv

## 11/2022 cub3d (C)

- · A 3D game inspired by the iconic Wolfenstein3D (Raycasting)
- github.com/NajmiAchraf/Cub3D

#### 6/2022 minishell (C)

- · Rebuild small version of bash
- github.com/NajmiAchraf/minishell

#### 4/2022 Philosophers (C)

- The Dining Philosophers Problem
- github.com/NajmiAchraf /Philosophers

11/2021 Digital Technologies Architect

- · School 1337 of UM6P 42Network
- github.com/NajmiAchraf/42cursus

7/2021 Cursus C Piscine of School 1337 ( UM6P ) 42Network ended with level 8

github.com/NajmiAchraf/1337\_Piscine

## 3/2021 Scientific Computing with Python

Developer Certification

(A) freecodecamp.org/certification/ najmiachraf/scientific-computing-withpython-v7

## 2/2021 Hydrogeology (Python)

- Groundwater Hydrology
- github.com/NajmiAchraf /Hydrogeologie

## 9/2020 Gmail (Python)

- · CSV Google-mail Sender
- github.com/NajmiAchraf/Gmail

## 12/2019 MathPy (Python)

- Modern Scientific Calculator
- github.com/NajmiAchraf/MathPy (PRIVATE PROJECT)

## 9/2019 Python

· High-level programming language

6/2019 Bachelor's Degree in Fundamental Studies (BFS)

- · Major: Physical Material Science
- · Specialization: Electronics

#### SKILLS (7.55) Network & system administration (4.42) Unix (8.00) Rigor (3.86) Group & Level interpersonal 10 95% (3.33) Graphics (4.05) Algorithm & Al in my (6.28) Web 42cursus (5.73) OOP (4.93) Imperative programming

#### **SOFTWARE PROGRAMS**

VSCode Texmaker Terminal Proteus Docker

















Windows



os

In my development journey, I prefer Visual Studio Code as my IDE, navigate the terminal using bash or zsh, utilize Docker for containers and isolated workspaces, create polished LATEX CVs using Texmaker, and simulate schematics with Proteus CAD.

## **EXPERTISES**

Code Front End Back End

Languages

GUI Libs

Libraries



C/C++ · Python · Is TypeScript · LATEX

⑤ Three.js • Ø Socket.IO • < built-in</p>

Tkinter • 
 MinilibX • 
 React

◆ Data Science Character 

Data Analysis

👫 numpy 🕶 pandas

Frameworks

nede Next.js • nede NestJS

## >\_ DEVSTACK

Makefile

Shell

Batch

I specialize in real-time programming with C/C++ and Python. In web development, I seamlessly integrate TypeScript with React and Three.js on the frontend, using Nest.js and Socket.IO for backend communication. My forte lies in crafting intuitive GUIs, relying on Tkinter and MinilibX.

# >\_ TOOLSET

bash/zsh

٤ git

nodejs

## **OVERVIEW**

**LANGUAGES** 

My primary focus at work lies in IT development and maintenance, with a secondary emphasis on schematization and design.





Schematization











