

PROJECTS

ft_transcendence, *Multiplayer online game*

June 2023 – present

- The project aims to create a multiplayer online game based on Ping Pong, incorporating features such as user authentication, chat, matchmaking, and player profiles.
- Developed using Javascript on Nest.js and React.js, and applying the Agile methodology.
- Learned about web development, database management, API integration, and agile project management.

webserv, *Web server*

February 2023 – April 2023

- The project involves creating a basic web server from scratch that is capable of handling HTTP requests and serving static files.
- The server must support HTTP methods, status codes, MIME types, multi-threading, concurrent connections, and request headers.
- Gain valuable experience in system-level programming and network programming.

RoboFriends, *First React project*

February 2023 – February 2023

- The project aims to allow the user search the fetched results using functional component and Hooks
- The project that uses React Redux to manage its states, fetch APIs

Inception, *System administration project*

January 2023 – January 2023

- The project aims to broaden knowledge of system administration by using Docker
- It involves setting up a small infrastructure composed of WordPress with LEMP Stack (Nginx, MariaDB and PHP) using Docker / Docker-Compose

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Software Engineer



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SKILLS

C/C++, HTML, CSS, JavaScript

React JS, Tailwind CSS

Agile Project Management

Jira Software

Problem Solving, Version control (git),

Quick-learning, Team collaboration

EDUCATION

Software Engineering,

1337 coding school at UM6P

November 2021 – present

Benguerir, Morocco

Computer Science, University of Ibn Tofail

November 2020 – July 2021

Kenitra, Morocco

LANGUAGES

Arabic | English

INTERESTS

Fitness • Management