Rachid Oudouch *Web developers*

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Professional Experience

Full-stack Developer
Open Development and Education Ltd. ↗
11/2023 – 08/2025
Remote

Developed and maintained full-stack web applications using modern technologies. Worked extensively with Next.js for frontend development and NestJS for backend services, delivering complete solutions that enhanced user experience and system performance.

Full-stack Developer
A-DigitArt
04/2023 – 06/2023

Contributed to full-stack development projects, gaining valuable experience in web application development and modern development practices.

Education

Software Engineer
1337 Coding School
11/2021 – Present
Khouribga, Morocco

Intensive computer science education focused on programming fundamentals, algorithms, and modern web development technologies. Part of the prestigious 42 Network, known for its peer-to-peer learning methodology and rigorous curriculum.

Skills & Technologies

Programming Languages
C, C++, JavaScript, TypeScript, Kotlin and open to learn more.

Frontend Development
React.js, Next.js, React Native, Expo, Redux, Zustand, HTML, CSS, Tailwind CSS and more.

Backend & Database
Node.js, Express.js, NestJS, MongoDB, PostgreSQL, REST APIs, and more.

Tools & Technologies
Git, Docker, Zod, VS Code, Figma, Unity Engine, Blender, Vercel and more.

Languages

English — Fluent

Arabic — Native/Bilingual

Projects

**Swifty Companion – Mobile App with 42 API**
Built a mobile app in React Native that integrates with the 42 API to display detailed student profiles (projects, skills, achievements). Implemented OAuth2 authentication, REST API consumption, and UI components. Enhanced expertise in cross-platform development and API integration.

ft_hangouts
Contact Management Mobile App
Developed a cross-platform mobile application for contact management with features to create, edit, and delete contacts, send/receive text messages, and persist data with SQLite.

My Education Evidence
A cutting-edge system simplifies the way you organize, access, and secure your publication in zotero. (my.educationevidence.io ⬈)

Online multiplayer ping-pong game.
Transcendence is the flagship capstone project of the 42 Network's Common Core curriculum. Built as a Single-Page Application (SPA), it empowers users to play multiplayer Pong in real time, complete with social features such as chat, matchmaking, spectating, profiles, and detailed leaderboards

Kzandpartners
Dynamic Website with Integrated Blog
Developed a dynamic website for a local business using Next.js and Strapi. Integrated a blog to allow the business owner to post updates and announcements. Collaborated with the business owner to gather requirements and design a website that met their specific needs.

Restaurant POS System
Developed and implemented a custom POS system for a busy restaurant to streamline operations and improve customer service. Utilized Next.js and strapi.io ⬈ to build a user-friendly interface that allowed for quick and accurate order processing. Collaborated with the restaurant staff to gather requirements and design a system that met their specific needs.

Webserv (HTTP Server)
The Webserv project allowed me to deepen my understanding of the C++ programming language. I learned how to parse HTTP requests, handle different HTTP methods (GET, POST, etc.), and generate appropriate HTTP responses.

Inception
I proficient in creating and managing Docker images, including optimizing size. Experienced with Docker Compose for container orchestration and networking, including network creation, container linking, and port exposure.

cub3d – 3D Raycasting Game Engine
Built a first-person 3D game engine in C using raycasting techniques. Implemented real-time rendering, collision detection, player movement, textures, and minimap navigation. Strengthened low-level programming, memory management, and graphics handling skills with the MiniLibX library.

so_long – 2D Game Development
Developed a 2D game in C using the MiniLibX graphics library. Implemented sprite rendering, player movement, collision detection, and a collectible/exit system. Gained experience in event handling, memory management, and basic game loop architecture.