OUSSAMA EZZAOU

SOFTWARE ENGINEER

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Passionate software engineer with a strong background in system-level programming (C/C++), software design, design patterns, and web development (Python, Django).

PROJECTS

PINGPONG-GAMEPLAY-API_

A WebSocket-based API for real-time Ping Pong dual gameplay, This service manages game state, ball movement, and scoring. Designed for easy integration with external systems for player connections.

DUAL-MATCHMAKER-API

A matchmaking service that pairs players in real-time based on their skill level (1-100) and assigns them to a game session. This service can be integrated with any 1v1 game, such as Chess, Fighting Games, ...

HTTP-WEBSERV

A reactive HTTP server built from scratch in C++. It handles requests, serves static files, parses headers, supports multiplexing for multiple connections, and enables script execution via CGI.

MINISH

A simple shell similar to Bash, handling commands, pipes, redirections, sub-shells, logical operators, ENV variables, and more.

DOCKSTRUCT

DockStruct is a system administration and DevOps project that involves setting up a virtualized infrastructure using Docker. The goal is to create a multi-container environment using Docker-Compose, ensuring that each service runs in its own container and follows best practices for deployment and security.

SKILLS

- Proficiency in C, C++, Python
- Proficiency in Django, Celery, Redis
- Proficiency in Linux and Bash
- Linux, Docker and GIT
- Data Structures and Algorithms
- · Problem-Solving
- Critical Thinking
- Communication
- Adaptability and continuous learning
- Touch Typing (90 wpm)

EDUCATION

COMMON CORE

1337 CODING SCHOOL, UNIVERSITY MOHAMMED VI POLYTECHNIC, 2022 - 2024

LINKS