El Kouch Achraf

I'm a **Software Developer**

I am a dedicated software engineer with a strong passion for coding and problem-solving. With experience in designing and building efficient, scalable, and user-centric solutions, I continuously strive to push the boundaries of technology. I enjoy working across the full-stack, from crafting intuitive user interfaces to developing robust backend systems. Driven by a love for innovation and continuous learning,

casablanca , Morocco   0702763761   achrafelkouchpro@outlook.com   github

EDUCATION

Software Engineering
1337 Benguerir - Coding School | Sep 2021 - present

Learned about algorithms, network protocols, memory management & data structures.

Bachelor's in Physical Sciences
Abdo El Karim Khatabi - High School | 2020

Explored physics fundamentals, including quantum mechanics and materials science.

experience

Front-End Developer Intern
Vanguard Center, UM6P | 6 months

Developed an intranet for the digitalization of departmental services using Next.js, React, and TypeScript.

PROJECTS

Multiplayer Pong

- Pong game: Real-time multiplayer, Matchmaking system, Game customization, Live stream.
- Login: Authentication using the OAuth system of 42-Intranet. And 2FA Security Layer.
- User Account: Real-time user status(online, offline, in game), Relations(Add/Block/Unfriend), and Statistics.
- Chat: Real-time chat(DMs, Group Channels), Restriction system, Users permission, ...
- Technologies: NestJS - TypeScript - React - Docker - PostgreSQL.

Webserv

- This project is about writing a non-blocking HTTP server in C++ following the RFC2616. A configuration file specifies: ports, server_names, Limit client body size, routes, and CGI, ...
- Support chunked transfer encoding.
- Support PHP/Python CGI.

Inception

- Broadening knowledge of system administration through the utilization of Docker. This project involves virtualizing several Docker images within a personal virtual machine. The primary goal is to establish an infrastructure comprising diverse services, all adhering to specific rules and configurations.

Minishell

- This project is about implementing a personal shell in C that mimics BASH behavior.
- Parsing: Separation command line by '|', Quoting rules, Expand env variables, error parsing.
- Builtin: 'env', 'export', 'unset', 'pwd', 'cd', 'exit'.
- Redirection: Input/Output redirection '<'/'>', Appending Redirected '>>', Here Documents '<<'
- Execution: Execute Builtin commands. Commands with absolute/relative path. and commands based on a 'PATH' environment variable.

LANGUAGES AND TECHNOLOGIES

- C/C++, JavaScript, TypeScript, ShellScript, Java.
- Docker, Docker-compose, GIT ... HTML, CSS,
- Tailwind, NextJS, React.

SKILLS

- Network & System Administration
- Object-oriented Programming
- Algorithms
- Web
- Unix