EL MUSTAPHA ZAHIRI

elmustaphazahiri@gmail.com | +212688171925

Linkedin | GitHub

SUMMARY

Motivated Software Engineering student at 1337 (42 Network) with strong experience in project-based learning, problem-solving, and teamwork. Skilled in C, C++, Unix systems, backend development Node.js (Express, Fastify), and Front-end development with HTML, CSS, React, Experienced with modern DevOps tools such as Docker, Prometheus, and Grafana. Passionate about building clean, efficient, and scalable software solutions.

EDUCATION

1337 School (42 Network)   Khouribga, Morocco
Degree in Software Engineering Program (42 Network)   July 2023 - Present

Facult Polydisciplinaire de Khouribga   Khouribga, Morocco
Degree in Master Physique du Rayonnement et Matriaux   October 2021 - Present

Ibn Tofail   Oued Zem, Morocco
Baccalaureate in Science   October 2019 - July 2020

SKILLS

Programming Languages:	C/C++, JavaScript, TypeScript, Python
Libraries/Frameworks:	React, NextJs, NodeJs (Fastify, Express)
Tools / Platforms:	Docker, TailWind, Material UI, Nginx, GIt/GitHub RabbitMq, Redis, Grafana, Prometheus,

PROJECTS / OPEN-SOURCE

Ft_Transcendance | Link   *JavaScript, TypeScript, NextJS, React, Docker, SQL, Grafana Prometheus*
Developed a real-time multiplayer web application using Node.js (Fastify).
Implemented user authentication, matchmaking, and real-time communication via WebSockets.
Built client-server architecture with database integration and RESTful APIs.
Strengthened collaborative development, problem-solving, and web application design skills.

Inception (Docker & Microservices) | Link   *Docker, Redis, Ftp, Sql, Nginx*
Set up a complete multi-service environment using Docker and microservices.
Configured services including Nginx, MySQL, PHPMyAdmin, and WordPress for practice purposes.
Practiced networking, container orchestration, and system administration.
Strengthened understanding of DevOps workflows, containerization, and CI/CD concepts.

IRC (Chat Application) | Link   *C++*
Implemented a multi-client IRC server and client in C.
Managed TCP/IP sockets, multithreading, and asynchronous communication.
Developed authentication, message routing, and channels support.
Enhanced skills in network programming, concurrency, and system-level debugging.

Minishell | Link   *C*
Built a small Unix shell in C with command parsing, piping, and redirection.
Practiced Unix system calls, process management, and signal handling.
Strengthened debugging and problem-solving abilities.

Cub3D | Link   *C*
Implemented a 3D game engine using raycasting .
Handled 2D map parsing, textures, rendering, and player movement.
Strengthened mathematics, graphics programming, and performance optimization skills.