Hajar Sabir

Student software developer

sabirhajar048@gmail.com
github.com/hasabir
+212 6 15 67 01 42
../in/hajar–sabir/

Summary

Programming student at 1337, I am passionate about problem solving, AI and algorithmic thinking. I am ready to make meaningful contributions in an active learning environment

Projects

•Ft Transcendence (TypeScript | React | NestJs | Socket.io):

– Created a dynamic web platform offering real-time multiplayer ping pong matches in a 2D environment, complemented by an integrated chat system for seamless communication between players.
– Using TypeScript, React and Tailwind CSS for the front-end, combined with NestJS for the back-end, incorporating Socket.IO for real-time interactions and PostgreSQL for robust data storage.

•WebServ (C++)

– Development of a high-performance, non-blocking HTTP server compliant with the HTTP 1.1 protocol
– Implemented advanced HTTP features, including support for GET, POST and DELETE methods, 301/302 redirects, directory listing and CGI script execution in Python and PHP, improving server responsiveness and flexibility

•Inception (Docker)

– Running an advanced Docker system administration project, orchestrating custom Docker images for NGINX, WordPress and MariaDB.

•Minishell (C | Shell/Bash):

– Creation of a shell in C with simulation of the essential functionalities of bash, including process management, analysis of user commands, and manipulation of file descriptors.
– Implemented custom signal handling for interrupts and output signals, and integrated built-in commands with environment variable handling to improve user interaction and shell flexibility

•Cub3D (C):

– Development of a "realistic" 3D graphic representation of a maze using Ray-Casting techniques to simulate first-person navigation, inspired by the classic game Wolfenstein 3D.ler une navigation en première personne, inspirée du jeu classique Wolfenstein 3D.
– Used the miniLibX library for graphics rendering, demonstrating skills in window management, texture mapping, and event handling to create a dynamic and interactive gaming environment

Education

1337 School - UM6P (2021-2024)
Digital Technology Architect, Computer Science

Al Idrissi Technical High School (2020)
Baccalaureate of Science and Mechanical Technology

Extracurricular

Hackathon ThinkAI (Python)

Creation of “NextStep”, a chatbot using natural language processing (NLP) to provide personalized education and career guidance to young students, improving their decision-making for a successful future

Hackathon e-Tofoula (TypeScript | NestJs | React | Socket.io)

A variety of interactive games aimed at fostering better communication between parents and children, offering tips, collaborative activities and other beneficial features for children and adolescents.

Skills

–C/C++
–Python
–TypeScript/JavaScript
–NestJS
–React
–HTML5/CSS3
–Linux
–Docker
–Git/Github
–Shell/Bash
–Socket.IO
–Problem-solving
–Quick learner
–Team Collaboration
–Adaptabilité

language

French: Professional level

English: Professional level

Arabe: Native language

Centres d’Intérêt

– Reading: Reading: Enthusiastic reader with a passion for exploring diverse genres
– Passionate about creative writing