Reda Jaanit

Software Developer

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ABOUT ME

 I am a Front-end developer and web3 enthusiast. . During the last 2 years, I went from low-level programming to a JavaScript, and web development passionate, i love using modern TypeScript frameworks.

EDUCATION

1337-kh, 42 network | 2021-now

Software developer certificate in computer science

- Computer programming and software development.
- Data structures and algorithms.
- Operating systems and system programming.

PROFESSIONAL SKILLS

Frontend

- Deep understanding of the core concepts and constant interest in learning **Javascript** language.
- High familiarity with writing modern **React** applications code.
- Good knowledge of React framework **Next.js.**
- State management and data layer:
   - Pure React (useState / useReducer) - React Query
- Styling**:**
  - TailwindCSS - Styled Components

Backend

- Experience building backends (Next.js / NestJs)

Task management and Version control

- Git

Clubs :

- Member at 1337 Competitive Programming Club
- Participate in national competitions (JNJD, CODE IT, MNPC ...) &Online contest (Codeforce, CodinGame..)

LANGUAGES

English:	Proficient
French:	Proficient

PROJECTS

ft_transcendence (TypeScript | NextJs | NestJs | Postgres sql)

- *JULY 2023*

Implement a real-time online PingPong contest website with typescript, Next.js, Nest.js and postgreSQL. This support realtime game, chat, group chat channel, Profile, friend's online-offline status, guild, guild war, ranking system and tournament. All layouts are fully responsive.

Inception (Docker)

- *JULY 2023*

Docker app running wordpress, mysql and nginx on three different separate containers. managed by Docker Compose. to easily manage and scale your WordPress environment.

Web Server (C++)

- *Apr 2023*

 Webserver made from scratch in c++ based on HTTP/1.1 protocol. It implements Get, Post and Delete methods. Communication between clients and servers on the World Wide Web.
 Request-Response model, where clients send HTTP requests, and servers respond with HTTP response.

Cub3D (C)

- *Sep 2022*

 This project is inspired by the world-famous Wolfenstein 3D game, written in C which was the first FPS ever. By the use of ray-casting, the player has a dynamic view inside a maze, in which they have to find their way. Cub3d is a playground to explore the playful practical applications of mathematics without having to understand the specifics. Mathematics are used as a tool to create elegant and efficient algorithms.

Minishell (C)

- *May 2022*

 The objective of this project is to create a simple shell with C language, recoding our own little bash. A program capable of parsing a prompt and launching executables with arguments, along with a few built-in functions.