YOUSSEF EL IDRISSI

SOFTWARE ENGINEERING

Contact

📞 0693133706

✉️ youssefelidrissi2003@gmail.com

📍 ben guerir

Education

bacalaureat

2020-2021

science economique et gestion

moulay ismail university

2021-2022

Computer Science

Mohammed VI Polytechnic University - School of Software Engineering 1337.

2022-2023

Skills

- Graphic and Web Design
- Skilled in effectively communicating with one's team members
- Photography and Editing
- Experienced in the realm of network socket programming Highly capable in various programming languages such as C, C++

Projects

WEBSERV

- Engaged in a group effort to create an HTTP server using C++ and Unix sockets, with a particular emphasis on enhancing performance.
- Employed the select function to adeptly manage incoming requests and outgoing responses in an efficient manner.
- Oversaw the implementation of the Common Gateway Interface (CGI) for facilitating the development of interactive web pages.
- Took charge of identifying and resolving errors, thus guaranteeing the seamless functionality of the server.
- Accomplished the project triumphantly as part of a collaborative team, leveraging effective communication and cohesive teamwork.

INCEPTION

Established and organized a web server through DockerCompose, arranging individual containers for distinct services like Nginx, MariaDB, and WordPress. Developed dedicated Dockerfiles for each container, revealing a profound grasp of Docker and its role in orchestrating web server environments. Presented familiarity with popular web server services frequently employed in DockerCompose setups.

MINISHELL

Within the context of a collaborative project, we undertook the task of developing a Unix shell from the ground up using the C programming language. Our shell was meticulously crafted to effectively analyze user prompts, enabling the execution of executable programs alongside their respective arguments. Additionally, it encompassed a range of inherent functions. Throughout the duration of this project, I showcased adeptness in Unix shell development, playing a significant role in the triumphant culmination of the endeavor through collective efforts.

CUB3D

This project takes inspiration from the iconic 90s game and its objectives mirror those of the first year, emphasizing rigor, C programming proficiency, foundational algorithms, and research skills. Positioned in the graphic design sphere, it refines competencies in window handling, color manipulation, event integration, and shape filling. At its core, the project involves crafting a dynamic maze-based environment where participants navigate and discover paths. Notably, it incorporates ray-casting techniques, drawing from the pioneering FPS game's legacy. It provides a hands-on arena to practically apply mathematics, sans intricate understanding, fostering elegant and efficient algorithmic creation, further augmented by abundant online resources.