

# Marouane Addou

Software Developer — Full Stack Developer

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## ABOUT ME

I am passionate about backend development and have a strong interest in understanding how things work at a deeper level. I enjoy working with modern technologies and exploring C/C++ for system-level programming. Solving coding challenges helps me enhance my problem-solving skills and grow as a developer.

#### Programming Skills

- Languages: C, C++ 98, Python, Javascript
- Web Dev: HTML, CSS, Django, Django Rest API
- Tools: Git, Docker, Linux(Basic), Postman

## Projects

- Multiplayer Game Website Role: Full Stack Developer Technologies: Django, WebSockets, REST API, Redis, Vanilla JavaScript
  - o Developed the server-side functionality for a real-time multiplayer Pong game using Django.
  - Used WebSockets for real-time communication between players during the game.
  - o Managed game sessions with Redis for fast session storage and retrieval.
  - Created a REST API for managing game-related actions, such as starting a game and tracking scores during the session.
  - Worked with the team to ensure smooth gameplay and efficient communication between the server and client.
  - Implemented the client-side game logic and interactions using Vanilla JavaScript to manage game UI, player actions, and server communication.
- Web Server Project (C++98) Role: Backend Developer Technologies Used: C++98, HTTP, Non-blocking Multiplexing, CGI
  - Built a custom web server from scratch using C++98 to handle GET, POST, DELETE requests and serve dynamic pages via CGI.
  - Implemented non-blocking multiplexing to efficiently manage multiple client connections without multi-threading.
  - $\circ$  Designed and parsed HTTP GET, POST, and DELETE requests to serve static and dynamic content.
  - Worked with CGI for dynamic content generation using a specific programming language based on user input.
  - Managed error page handling to ensure proper error messages were displayed for incorrect requests.
  - Collaborated closely with the team to improve server performance and functionality.
- Inception Project (Docker Containers) Role: System Administrator Technologies Used: Docker, Docker Compose, Networking, Containerization
  - o Created Docker containers from scratch, setting up necessary configurations and dependencies for each container.
  - Used Docker Compose to manage and orchestrate multiple containers running different services, such as a web server, database, and more.
  - Defined container configurations, ensuring proper networking between them and enabling communication across services.
  - Managed volumes for persistent data storage and set environment variables to ensure smooth integration between containers.
  - Ensured the application environment could be started or stopped quickly with a single command, streamlining the deployment process.
- MiniShell Project (Shell Development) Role: Developer Technologies Used: C, Unix/Linux, System Calls, File Descriptors, Process Management
  - Developed a simple shell program that mimics basic functionality of Bash.
  - o Implemented custom commands, handling process creation, input/output redirection, piping, and signal handling.
  - Managed file descriptors and processes to execute commands in a Linux/Unix environment.
  - Implemented robust error handling to manage system call failures and unexpected input scenarios.

### EDUCATION

1337 Coding School

Architect of Digital Technologies

**OFPPT - Electromechanics of Automated Systems** 

Specialized Technician Diploma

Baccalauréat in Physical Sciences

High School Diploma

Tetouan, Morocco 2022 - 2025

> Oujda, Morocco 2019 - 2021

Jerada, Morocco

2019