

Marouane Addou

Software Developer — Backend Developer

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LeetCode: maddou - Codeforces : marwanaddou123 - Portfolio : maddou-portfolio.vercel.app

ABOUT ME

Passionate about software engineering and deeply interested in understanding how systems work at a fundamental level. I enjoy working with modern technologies and solving coding challenges to enhance my problem-solving skills and grow as a developer

TECHNICAL & SOFT SKILLS

- **Backend Frameworks / Libraries:** Django, Django REST Framework (DRF), Express, Hono, Zod
- **Frontend:** HTML, CSS, Tailwind CSS
- **Languages:** Python, JavaScript, TypeScript, C, C++ 98
- **Databases:** PostgreSQL, Redis , Prisma ORM
- **Tools:** Git, Docker, Linux (Notions de base), Postman
- **Soft Skills:** Teamwork ,debugging, problem-solving, adaptability, and quick learning of new technologies

EXPERIENCE

- **Encodeve digital Factory**
 - *Intern Backend Developer*
 - Development of two back-end applications in Node.js with TypeScript, using the Hono and Express.js frameworks.
 - Data modeling and access management with PostgreSQL and Prisma ORM
 - Deployment of applications on Cloudflare Workers for fast and scalable execution
 - Writing technical documentation with Swagger (OpenAPI).

PROJECTS

- **Access Control Application** Rôle : Back-End Developer
 - Developed the back-end application for gym access control, integrating **software applications** and **ZKT hardware controllers**.
 - Key functionalities included **user account management**, **membership payment processing**, and **activity logging**.
- **Back-End Development for Project Management Application** Role: Back-End Developer
 - Developed the back-end of a project management application with features for **task assignment**, **team management**, and **daily work logs**.
 - Implemented **JWT authentication** with **role-based access control** for secure user access.
 - Deployed the application on **Cloudflare Workers** for high scalability and performance.
- **Multiplayer Pong Game** Rôle: Full Stack Developer
 - Developed the server-side logic for a multiplayer Pong game using **Python (Django)** and **WebSockets** to enable real-time communication between players
 - Implemented a **matchmaking system** to dynamically pair users.
 - Used **Redis** to manage game sessions and synchronize player states efficiently.
 - Created the client-side interface in **JavaScript** to handle player actions, game rendering, and server communication.
- **Web Server** Rôle: Back-End Developer
 - Built a custom web server from scratch with a team using **C++98**.
 - Supported HTTP/1.1 methods **GET**, **POST**, and **DELETE**.
 - Implemented **non-blocking multiplexing** to handle multiple simultaneous client connections efficiently.
 - Designed and parsed HTTP/1.1 requests to serve **static pages** and **dynamic content** via **CGI**.
 - Effectively managed **HTTP error handling** and custom **error pages**.

FORMATION

- **School 1337 - Mohammed VI Polytechnic University**
 - *Architecte des Technologies Numériques*

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