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Mehdi AKACEM

Student at 1337 programming school

Profile:

Motivated and resourceful software developer with two years of hands-on experience, currently seeking an internship opportunity to further refine skills and contribute to innovative projects. Eager to leverage practical knowledge and passion for technology to make meaningful contributions to a dynamic organization in the software development field.

Key Skills:

Strong problem-solving abilities
Proficient in programming languages such as C/C++, Javascript/Typescript (HTML/CSS).
Strong understanding of algorithms and their implementation
Experienced with UNIX operating systems
Knowledgeable in network and system administration principles
Skilled in graphics programming
Proficient in object-oriented programming concepts
Familiarity with web development technologies (Nextjs/Reactjs/Nestjs/Nodejs).
Excellent group collaboration and interpersonal communication skills

Education:

2020: BAC Sciences Expérimentales

2021 – Present: Completed 2 years of intensive training at 1337 coding school, specializing in software development and computer programming.

Additional Information:

Fluent in Arabic, French, and English.

Projects:

ft_transcendence: This project is about creating a website for the mighty Pong contest! Thanks to this website, users will play Pong with others. We provided a nice user interface, a chat, and real-time multiplayer online games!

Inception: This project aims to broaden my knowledge of system administration by using Docker. I virtualized several Docker images, creating them in my new personal virtual machine.

ft_irc: Internet Relay Chat

I created my own IRC server in C++, fully compatible with an official client.

cub3d: This project is inspired by the world-famous eponymous 90's game, which was the first FPS ever. It enabled me to explore ray casting. My goal was to make a dynamic view inside a maze, in which I had to find my way.

NetPractice: I had to configure small-scale networks. To do so, it was necessary to understand how TCP/IP addressing works.

Minishell: The objective of this project was to create a simple shell.

Philosophers: This project was about learning how threads work by precisely timing a group of philosophers on when to pick up forks and eat spaghetti without dying from hunger.

push_swap: This project involves sorting data on a stack, with a limited set of instructions, and the smallest number of moves. To make this happen, I had to manipulate various sorting algorithms and choose the most appropriate solution for optimized data sorting.

so_long: This project is a small 2D game with minilibx. I learned about textures, sprites and tiles.

Minitalk: The purpose of this project is to code a small data exchange program using UNIX signals.

Born2beroot: I created my first machine in VirtualBox under specific instructions. Then, at the end of this project, I was able to set up my own operating system while implementing strict rules.

ft_printf: This project is pretty straightforward, I had to recode printf.

Libft: This project was my very first project as a student at 1337. I had to recode a few functions of the C standard library as well as some other utility functions.