

## Education

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Mohammed VI Polytechnic University – 1337 School: Software Engineering	2022 - present
<ul style="list-style-type: none"><li>- Focus Areas: Experienced in Scalable Computing, Algorithm Design, Data Structures, and Problem Solving.</li><li>- Technical Expertise: Proficient in Object-Oriented Design, Complexity Analysis, and Software Optimization.</li><li>- Database &amp; Deployment: Proficient in PostgreSQL, MySQL, and Docker.</li></ul>	
Faculty of Science and Technology of Settat: Professional bachelor's in mechanical engineering	2018 - 2019
Institute of Aeronautical Trades: Alternating CNC Machining Training	2019
Specialized Technician Diploma in Mechanical Manufacturing	2018
Scientific Baccalaureate Mathematics B	2016

## Projects

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**Compiler (wolf-c):** [github.com/mohammedhrima/Wolf-Compiler](https://github.com/mohammedhrima/Wolf-Compiler) (in progress)

- Designed to translate Python-like syntax with strong typing into assembly language using C
- Implemented recursive descent parsing for syntax analysis and code validation
- Developed an intermediate representation (IR) to optimize code before assembly generation
- Enhanced performance through three-address code optimization
- Generated assembly code directly, eliminating reliance on third-party frameworks for better control
- Created a tester to verify the correctness of the generated assembly code

**WebServer:** [github.com/mohammedhrima/Webserver](https://github.com/mohammedhrima/Webserver)

- Developed a high-performance C++ webserver based on RFC standards, ensuring compliance with industry protocols.
- Designed to serve static content efficiently, with architecture similar to Nginx, optimizing for speed and scalability.
- Implemented a concurrent HTTP server capable of managing multiple requests simultaneously, optimizing for low-latency performance.
- Create a tester to simulate client requests, ensuring the server's reliability in various use cases

**Raytracer:** [github.com/mohammedhrima/Raytracer](https://github.com/mohammedhrima/Raytracer)

- Designed and implemented a ray tracing algorithm using C++ to simulate realistic lighting, shadows, and reflections in 3D environments.
- Utilized advanced mathematical concepts, including vector mathematics, linear algebra, and geometry, to calculate intersections, lighting, and shading.
- Developed a multithreaded solution to parallelize ray tracing, improving rendering speed and efficiency.

**Frontend Framework (UraJS):** [github.com/mohammedhrima/UraJS](https://github.com/mohammedhrima/UraJS)

- Developed reusable, modular components using JavaScript and JSX syntax
- Integrated TypeScript for strong typing, ensuring reliability and a seamless developer experience
- Designed an efficient state management system with optimized rendering using a reconciliation algorithm
- Implemented real-time rendering in Single Page Applications for fast development experience
- Design a dynamic routing system based on directory structure
- Created a build step with Docker and docker-compose to deploy Nginx to serve website's static files

## Experiences

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Consigne LPF - Desktop Application for Team Communication	01/2022 - 02-2022
<ul style="list-style-type: none"><li>- Designed and implemented a system to manage and record messages between teams working in three shifts</li><li>- Utilized Python Eel to build an intuitive desktop interface that allowed machinists to easily communicate.</li><li>- Designed the interface to record important machine status updates and other critical information effectively.</li></ul>	
Catia and SolidWorks Trainer at Management Digital School, Mohammedia (Part time)	03/2021 - 06/2021
Method Preparation Technician at LPF Casablanca 2:	01/2021 - 01/2022
<ul style="list-style-type: none"><li>- Streamlined tasks with MS Project to match employee availability with client deadlines.</li><li>- Conducted meetings with clients to provide updates on the progress of their parts manufacturing.</li></ul>	
CNC Machine Tool Technician at LPF Casablanca 1	11/2019 - 03/2020

## Tools & Skills

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**Programming Languages:** C, C++, Python, JavaScript, TypeScript

**Tools:** Docker, Git, PostgreSQL, MySQL, Docker Compose

**Core Competencies:** Algorithms Design, Data Structures, Problem Solving, Object-Oriented Design, Complexity Analysis, Software Optimization, Performance Tuning

**Soft Skills:** Collaboration, Problem Solving, Adaptability, Time Management, Technical Communication

**Spoken Languages:** English, French, Arabic

**Personal Interests:** Reading novels, Calisthenics, Continuous Learning