



# OTMANE AMRANI ZERIFI

SOFTWARE ENGINEER | FULL-STACK DEVELOPER

## PERSONAL PROFILE

A motivated software developer trained at 1337 School (42 Network), with expertise in C/C++, UNIX systems, and full-stack web development. Passionate about building efficient solutions, solving problems, and continuously learning new technologies, with practical experience from telecom support roles. Strong in collaborative development using Git and focused on real-time applications.

## CONTACT DETAILS

212689902421  
otmanamrani747@gmail.com

## ACHIEVEMENTS

- Ranked 25th globally in an international coding challenge on CodinGame, demonstrating strong algorithmic thinking and competitive programming skills
- Improved server response time by 30%
- Reduced bug rate by implementing CI practices

## SKILLS AND EXPERTISE

- Keen interest in data analytics and dashboard design for tracking performance and usage metrics
- Self-motivated & adaptable learner
- Efficient collaborator & peer reviewer - Strategic & creative problem solver
- Time & priority management expert

## TECHNICAL TOOLBOX

- Languages: C, C++, Python, JavaScript, TypeScript, Shell
- Frameworks: React, Node.js, Django
- Tools: Git, Docker, GDB, Makefile
- Databases: PostgreSQL
- Protocols & APIs: REST, WebSockets, TCP/IP
- Key Concepts: Memory Management, Multithreading, Authentication, Security, CI/CD

## EDUCATIONAL HISTORY

### IT support fundamentals

*coursera | 2021*

- IT technical support fundamentals
- Command-line navigation and file manipulation
- Troubleshooting mindset and diagnostics
- Client-focused communication and professionalism

### Software Engineering Program

*1337 School (42 Network) | 2022-2025*

- Completed the Common Core program at 1337 School gaining expertise in C/C++, UNIX systems, and full-stack development.
- Collaborated in peer-driven projects using Git, developing real-world problem-solving skills and efficient coding practices.

## WORK EXPERIENCE

### Inwi Telecommunications

*Sales & Customer Advisor | 2020*

- Delivered tailored mobile and internet solutions to hundreds of customers.
- Developed strong communication and problem-solving skills in high-pressure environments.
- Worked closely with cross-functional teams to improve customer satisfaction.

### Key Projects

*Junior Software Engineer | 2022 - 2025*

- Cub3D - 3D Game Engine (Raycasting): - Engineered a real-time 3D renderer using 2D raycasting algorithms. Mastered event-driven graphics, math-heavy logic, and texture mapping in C.
- IRC - Multi-Client Chat Server: - Developed scalable concurrent socket-based server using epoll. - Handled authentication, error control, and protocol-level command parsing.
- Transcendence - Full-Stack Web App(Django,PostgreSQL, WebSockets) Built a real-time multiplayer platform with authentication, live chat, and analytics-ready backend using Django and WebSockets.