

# OTMANE AMRANI ZERIFI

Software Engineer & Full Stack Developer

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## Summary

A motivated Software Engineer with strong foundations in C, C++, Python (Django), and JavaScript. Trained at 1337 School (42 Network), where I built real-time systems and scalable backend services. Skilled in solving complex technical problems, designing efficient solutions, and thriving in peer-driven, collaborative environments. Passionate about RESTful APIs and continuous learning.

## Skills

- Programming: C, C++, Python, JavaScript, TypeScript, Shell
- Frameworks: Django, Node.js, React
- Database: PostgreSQL
- Tools: Git, Docker, Makefile, GDB

## Projects

### Pong Game(Multiplayer Web App)

Created a full-stack real-time multiplayer platform with Django and PostgreSQL. Integrated WebSockets for live chat and notifications, built REST APIs for data access, and added analytics-ready backend features.

### IRC(Multi-Client Chat Server)

Developed a scalable, concurrent chat server in C using epoll for efficient socket management. Implemented user authentication, error handling, and command parsing to support standard IRC protocols.

### Cub3D (3D Raycasting Game Engine)

Built a real-time 3D renderer in C using 2D raycasting techniques. Implemented event-driven graphics, texture mapping, and optimized math-intensive algorithms for high performance.

## Education

### 1337 School (42 Network)

Common Core Program (Casablanca, Morocco, 2022–2025) Focused on C, C++, UNIX systems, and full-stack web development. Completed peer-driven projects using Git and collaborative coding practices.

### Coursera

IT Technical Support Fundamentals (2021) – Gained knowledge in command-line navigation troubleshooting, and professional IT support practices.

## Achievements

- Ranked 25th globally in an international CodinGame coding challenge (2023).
- Improved server response time by 30%through code optimization and efficient resource management in backend services.