

Taha El Mouhajir

Software architect

GitHub Profile: <https://github.com/paji1>

LinkedIn: <https://www.linkedin.com/in/taha-elmouhajir-183131183/>

SUMMARY

Passionate web developer with a strong foundation in C and C++ programming languages. Proficient in modern web technologies including Express.js, Node.js, and React.js. Skilled in developing interactive and user-friendly applications. Committed to delivering high-quality code and staying up-to-date with industry trends.

PROJECTS

Unix_shell, Khouribgha

September 2022

I created Unix_SHELL, a powerful command-line program mirroring Unix shells. I optimize command execution, input/output handling, and signal management. With an abstract syntax tree, parsing is streamlined, enabling seamless navigation and precise control of environment variables.

ft_irc - IRC (Internet Relay Chat) , Khouribgha

July 2023

ft_irc is a challenging project involving the development of an IRC (Internet Relay Chat) server. This project aims to create a robust platform for real-time communication among multiple users. Notably, it showcases my expertise in low-level socket programming, demonstrating the ability to work with complex network protocols and efficiently manage communication between clients and servers. Through ft_irc, I've gained valuable insights into the intricacies of server-client architecture, making it an essential milestone in my software development journey.

Inception, Khouribgha

August 2023

Enhance System Admin skills using Docker and docker-compose. Set up an infrastructure with NGINX, WordPress + php-fpm, and MariaDB in dedicated containers. Build custom Docker images, configure volumes, networks, and domain names. Bonus tasks available. Follow guidelines, submit via Git.

Cub3d - 3D, Khouribgha

Jun 2021 - Nov 2021

Created a 3D maze navigation game using C and the Raycasting rendering technique. Implemented movement mechanics, item collection, and rendering inspired by Lodev's Raycasting Tutorial, resulting in an immersive gaming experience.

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Sale N : 66

+21265660321

pajinew@gmail.com

SKILLS

Backend: Express.js, Node.js, RESTful APIs, C, C++

Frontend: React.js, Fetch API

Programming Languages:

JavaScript, C, C++, Python

Other: Git, OCR, Bash, Make ...

AWARDS

CodingGame: Coding speed

Gold level

https://www.codingame.com/certification/klat-8W_2EuLkl8-7SgZXQ

CERTIFICATION

Linux Cloud and DevOps

Jul 2023 · Aug 2023

Credential ID T33627K2W8UG

<https://coursera.org/verify/T33627K2W8UG>

LANGUAGES

English, Arabic

Rank poolers, Khouribgha

Mar 2022 - July 2022

Developed a web application for ranking users based on their levels using Express.js and Node.js. Implemented session management, CORS handling, and RESTful API design. Collaborated with a frontend team to integrate React.js for dynamic user interactions.

Ft_transcendence

August 2023 - still going

Summary:

Created a Pong contest website with user accounts, chat, and real-time multiplayer games. Developed using NestJS backend and a TypeScript framework frontend. Ensured security measures, OAuth login, profile customization, chat channels, and responsive gameplay.

Key Highlights

- Built a single-page app with NestJS and TypeScript.
- Implemented OAuth login through 42 intranet.
- Developed user accounts with unique usernames and avatars.
- Integrated two-factor authentication and friend system.
- Created chat functionality with various channels and direct messaging.
- Set up a matchmaking system for live Pong games.
- Enabled customization options and ensured responsive gameplay.

Achievements:

- Delivered a secure and interactive platform for Pong enthusiasts.
- Leveraged PostgreSQL for reliable data storage.
- Demonstrated strong teamwork and coding skills.
- Received positive feedback from peers and evaluators.

Outcome:

Successfully contributed to the project's development, enriching my experience in web application design, user authentication, real-time interactions, and game mechanics.

More Than 30 Projects on My GitHub Portfolio:

<https://github.com/paji1>

EXPERIENCE

EnjoyB, IT Consultant, Internship

Tanger, Morocco

May 2020 - Aug 2021

Assisted in the design, development, and maintenance of e-commerce solutions. Worked closely with senior developers to enhance the platform's performance, optimize user experience, and troubleshoot technical issues. Gained hands-on experience in front-end and backend development.

EDUCATION

University Mohammed V - Rabat Agdal

Sep 2018 - May 2022

During my time at the respected University Mohammed V in Rabat Agdal, Morocco, I had the privilege of engaging in a well-rounded curriculum that covered a wide spectrum of subjects within the realms of mathematics and computer science.

42 Network - 1337 School, Khouribgha

jun 2020 - August MONTH 2023

Participated in the 42 Network program, developing problem-solving skills and honing software development capabilities. Embraced a peer-driven learning environment that fosters collaboration and creativity.