

BELARIF ACHRAF

Software Engineer Student at 1337

I am software engineer with a passion for developing innovative solutions that expedite the efficiency. Well-versed in technology and writing code to create systems that are reliable and user-friendly.

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PROJECTS

Source Code Ft transcendence

- Pong game: Real-time multiplayer, Matchmaking system, Game customization, Live stream.
- Login: Authentication using the OAuth system of 42-Intranet. And 2FA Security Layer.
- User Account: Real-time user status, Relations(Add/Block/Unfriend users), and Statistics.
- Chat: Real-time chat(DMs, Group Channels), Restriction system, Users permission, ...
- Technologies: NestJS TypeScript React Docker PostgreSQL.

Webserv Source Code

- This project is about writing a non-blocking HTTP server in C++98 following the RFC2616.
- A configuration file specifies: ports, server_names, Limit client body size, routes, and CGI, ...
- Support chunked transfer encoding.
- Support PHP/Python CGI.

Ft containers Source Code

• Implementation of some container types in the C++98 standard template library (Vector/Stack/Map) following the Technical specifications.

Source Code Minishell

- This project is about creating a simple shell in C following BASH behavior.
- Parsing: Separation command line by '|', Quoting rules, Expand env variables, error parsing.
- Builtin: 'env', 'export', 'unset', 'pwd', 'cd', 'exit'.
- Redirection: Input/Output redirection '<'/'>', Appending Redirected '>>', Here Documents '<<'
- Execution: Execute Builtin commands. Commands with absolute/relative path. and commands based on a 'PATH' environment variable.

Source Code Ft_services

- This project consists of clustering a Docker application and deploying it with Kubernetes.
- The application runs multiple services: MetalLb, Grafana, WordPress, Nginx, PhpMyAdmin, FTPS, InfluxDB, and MySQL.

SKILLS

- Network & System Administration: 7.28/10 Imperative Programming: 4.65/10
- Web: 7.32/10

- Object-oriented Programming: 6.08/10
- Algorithms & AI : 6.41/10
- Unix: 4.39/10

• Graphics: 2.78/10

- Group & Interpersonal: 8.01/10
- Rigor: 7.65/10

LANGUAGES AND TECHNOLOGIES

- C/C++, JavaScript, ShellScript, TypeScript, SQL.
- Docker, Docker-compose, GIT, Kubernetes, NestJS, NodeJS, PostgreSQL, Prisma ...
- Arabic, English, French.

EDUCATION

Software Engineering

1337 Benguerir - Coding School | Sep 2019 - present

- Studied computer programming hands-on, in a peer-to-peer learning environment.
- Worked on various team-projects.

Bachelor Degree

National School of Applied Sciences - Safi | Sep 2018 - Dec 2020

• Studied fundamentals of algebra, calculus, physics, and mechanics.