Association 42
96, Boulevard Bessières
75017 Paris
FRANCE

RÉSULTATS ACADÉMIQUES POUR WOOLIM PARK

Je, soussigné Grégoire MARTINEZ, Directeur de 42 Paris située au 96, Boulevard Bessières, 75017 Paris, FRANCE, certifie par la présente que :

Woolim Park, né(e) le 17 Mai 1991 à Gwangmyeong (Corée du Sud)

a obtenu les notes détaillées ci-dessous au 11 Janvier 2026.

Ce certificat est délivré sur demande pour toutes fins légales.

Sélectionné(e) en : **Juillet 2019**
Cursus commencé le : **07 Octobre 2019**
Cursus terminé le : **04 Janvier 2026**

Fondée en 2013, 42 est un réseau mondial d'écoles TIC. Nous sommes un éducateur non traditionnel offrant une éducation en ingénierie logicielle de haute qualité et évolutive à quiconque souhaite apprendre.
Notre mission est de préparer la prochaine génération aux emplois d'aujourd'hui et de demain. Nous le faisons en utilisant un modèle éducatif innovant, qui repose sur l'apprentissage entre pairs, une approche par projets et pratique de la programmation. Notre modèle innovant, permettant un rythme et un parcours individuels, a prouvé que nos étudiants deviennent des ingénieurs logiciels prêts pour l'industrie en 2 à 5 ans.

La progression de l'étudiant dans le cursus est représentée par son niveau, sur 21.
Le niveau actuel de l'étudiant est : **21.04.**

Le cursus 42 est divisé en deux moitiés : le tronc commun et la partie 42Advanced. Une fois que les étudiants ont terminé la première moitié (le tronc commun), ils ont la possibilité de continuer leur parcours dans la partie 42Advanced, ou de conclure leur progression et de devenir un ancien à tout moment pendant cette deuxième partie.
La situation actuelle de l'étudiant est : **alumni.**
Voir les détails ci-dessous.

Fait à Paris, le 11 Janvier 2026

G. Martin

DÉTAILS

Voici une description de chaque partie du cursus et la position actuelle de l'étudiant :

Le Tronc Commun

Le tronc commun du cursus 42 représente l'ensemble minimal de compétences pour être prêt pour une première expérience professionnelle. Il fournit des compétences de codage de base et standard, ainsi qu'une gamme fructueuse de compétences interpersonnelles. La durée du tronc commun est approximativement entre 1 et 2 ans. Les informations suivantes représentent les compétences développées pendant cette partie du cursus et la progression actuelle de l'étudiant :

Woolim Park : Tronc commun achevé à : **100%.**

Compétences développées pendant tout le tronc commun :

- ***Algorithmes & IA :*** Algorithmes standards sur des structures standards : recherche, tri, insertion, suppression, équilibrage, sur : tableaux, listes chaînées, arbres. Machine à états et gestion asynchrone.

- ***Graphiques :*** Gestion d'images, structure RGB d'une image, manipulation de zones, dessin dans une image, interaction avec le système de gestion de fenêtres et obtention d'événements et d'entrées utilisateur depuis le clavier et la souris, programmation avec des callbacks et une boucle d'événements.

- ***Groupe & interpersonnel :*** Collaboration, relations et gestion de situations de groupe, y compris différents types d'interactions entre les personnes (amicales, tensions ...)

- ***Programmation impérative :*** Bases du codage en C : la syntaxe C, variables, boucles, branches conditionnelles, fonctions, récursivité, instructions, calculs et expressions, opérateurs de comparaison, types standards et avancés, traitement des chaînes, structures, inclusions et bibliothèques, allocation et libération de mémoire, listes chaînées, arbres, bibliothèque standard C

- ***Réseau & administration système :*** Bases du réseau informatique : adresses IP, sous-réseaux, routage par défaut, structure de <réseau local, connectivité hôte à hôte vers des services réseau ; Bases de l'administration système : installation de système d'exploitation avec Linux, mise en place de la sécurité, accès, utilisateurs, stockage, installation de services réseau comme mail, dns, serveur web, ...

- ***Programmation orientée objet :*** Principes de la programmation orientée objet en C++, classes, espaces de noms, constructeurs et destructeurs, gestion de la mémoire en C++, héritage, abstraction, surcharge, templates, types et outils de la bibliothèque standard C++

- ***Rigueur :*** La nécessité de respecter les contraintes administratives et techniques. La nécessité d'un processus de test large et approfondi pour éliminer les échecs.

- ***Programmation système :*** Interactions classiques avec le système Unix : appels système, accès et gestion du système de fichiers, création, exécution, gestion de processus ; communications inter-processus : pipes et signaux ; gestion des périphériques et ioctl, capacités du terminal ; communication réseau : sockets TCP & UDP, résolution DNS, endianness

- ***Web :*** L'architecture client-serveur impliquée dans le web, rôle et actions du serveur web, rôle et actions du navigateur web ; Le protocole HTTP ; Technologies web impliquées : HTML, CSS, Javascript, images et vidéos ; Langage backend et framework pour sites web dynamiques : un parmi php, ruby, python, go, javascript, Rails, Symfony, Django, Node, ... ; Modèle MVC ; services web utilisateurs : sessions web, authentification, cookies, recherche, caddie, configuration backoffice, ... ; Bases de l'expérience utilisateur, interface utilisateur et design.

Détails de chaque projet validé en annexe 1.

La Partie 42Advanced

La partie 42Advanced offre un choix de parcours parmi diverses spécialisations TIC : chaque étudiant peut sélectionner le(s) sujet(s) qu'il/elle souhaite développer et améliorer. Cette partie du cursus contient également plusieurs expériences professionnelles (stages, emplois à temps partiel, ...).
No projects completed yet

Professional experience: 2 Internships

Détails des projets validés en annexe 2.

SPÉCIAL

Un étudiant peut éventuellement bénéficier de programmes ou projets spéciaux valorisants pour son ensemble de compétences personnelles, et ainsi inclus dans son cursus. Ils sont mentionnés ici :

Nom	Charge de travail équivalente
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ANNEXE 1

Projets couverts pendant le tronc commun :

Name	Estimated workload	Result	Associated skills	Validation date
Libft	70H	Pass with bonus	Rigor, Imperative programming, Algorithms & AI	15 Octobre 2019
get_next_line	55H	Pass with bonus	Rigor, Unix, Algorithms & AI	28 Octobre 2019
ft_printf	55H	Pass	Rigor, Algorithms & AI	09 Novembre 2019
ft_server	84H	Pass	Rigor, Network & system administration	25 Novembre 2019
cub3d	280H	Pass	Rigor, Imperative programming, Algorithms & AI, Graphics	04 Décembre 2019

Exam Rank 02	0H	Pass		19 Décembre 2019
ft_services	210H	Pass	Rigor, Network & system administration	11 Février 2020
Exam Rank 03	0H	Pass		21 Février 2020
minishell	210H	Pass	Rigor, Imperative programming, Unix	10 Mars 2020
Philosophers	70H	Pass	Rigor, Imperative programming, Unix	13 Mars 2020
CPP Module 00	22H	Pass	Object-oriented programming, Rigor, Imperative programming	13 Avril 2020
CPP Module 01	12H	Pass	Object-oriented programming, Rigor, Imperative programming	13 Avril 2020
CPP Module 02	12H	Pass	Object-oriented programming, Rigor, Imperative programming	22 Avril 2020
CPP Module 03	12H	Pass	Object-oriented programming, Rigor, Imperative programming	25 Avril 2020
CPP Module 04	12H	Pass	Object-oriented programming, Rigor, Imperative programming	26 Avril 2020
CPP Module 05	25H	Pass	Object-oriented programming, Rigor, Imperative programming	27 Avril 2020
CPP Module 06	25H	Pass	Object-oriented programming, Rigor, Imperative programming	27 Avril 2020
CPP Module 07	25H	Pass	Object-oriented programming, Rigor, Imperative programming	28 Avril 2020
CPP Module 08	25H	Pass	Object-oriented programming, Rigor, Imperative programming	29 Avril 2020
ft_containers	140H	Pass with bonus	Object-oriented programming, Rigor	14 Mai 2020
webserv	175H	Pass	Object-oriented programming, Rigor, Unix, Network & system administration	26 Juin 2020
Exam Rank 04	0H	Pass		17 Juillet 2020
Exam Rank 05	0H	Pass		30 Juillet 2020
Exam Rank 06	0H	Failed		07 Août 2020
ft_transcendence	245H	Pass	Rigor, Web, Group & interpersonal	14 Septembre 2020

ANNEXE 2

Projets couverts pendant la partie 42Advanced :

Name	Estimated workload	Result	Associated skills	Validation date
netwhat	28H	Pass	Network & system administration	24 Octobre 2019
libasm	20H	Pass	Rigor, Imperative programming	27 Janvier 2020
darkly	98H	Pass with bonus	Web, Adaptation & creativity, Security	05 Octobre 2020
ft_linear_regression	70H	Pass with bonus	Rigor, Algorithms & AI, DB & Data	26 Novembre 2020
red-tetris	147H	Pass with bonus	Object-oriented programming, Functional programming, Web, Technology integration	08 Décembre 2020
matcha	98H	Pass with bonus	Web, DB & Data, Security	10 Mars 2021
Python - 0 - Starting	7H	Pass	Object-oriented programming, Rigor, Algorithms & AI	01 Février 2024
Python - 1 - Array	7H	Pass	Object-oriented programming, Rigor, Algorithms & AI	02 Février 2024
Python - 2 - DataTable	7H	Pass	Object-oriented programming, Rigor, Algorithms & AI	02 Février 2024
Python - 3 - OOP	7H	Pass	Object-oriented programming, Rigor, Algorithms & AI	03 Février 2024
Python - 4 - Dod	7H	Pass	Object-oriented programming, Rigor, Algorithms & AI	04 Février 2024
Python for Data Science	35H	Pass	Object-oriented programming, Rigor, Algorithms & AI	04 Février 2024

ready set boole	110H	Pass	Rigor, Algorithms & AI, Adaptation & creativity	12 Février 2024
hypertube	196H	Pass with bonus	Web, DB & Data, Group & interpersonal	09 Mars 2024
dslr	98H	Pass with bonus	Algorithms & AI, DB & Data	04 Avril 2024
Tokenizer	98H	Pass	Rigor, Adaptation & creativity, Technology integration	04 Juillet 2024
matrix	110H	Pass with bonus	Rigor, Algorithms & AI, Adaptation & creativity	23 Juillet 2024
Leaffliction	294H	Pass	Rigor, Algorithms & AI, Group & interpersonal	05 Septembre 2024
multilayer-perceptron	98H	Pass with bonus	Rigor, Algorithms & AI, DB & Data	06 Septembre 2024
cloud-1	100H	Pass	Web, DB & Data, Network & system administration, Technology integration	13 Octobre 2024
TokenizeArt	98H	Pass	Rigor, Adaptation & creativity, Technology integration	11 Février 2025
OCAML - Basic syntax and semantics - 0	7H	Pass	Rigor, Functional programming, Adaptation & creativity	14 Février 2025
computorv1	49H	Pass with bonus	Rigor, Algorithms & AI	14 Février 2025
OCAML - Recursion and higher-order functions - 0	7H	Pass	Rigor, Functional programming, Adaptation & creativity	15 Février 2025
OCAML - Pattern Matching and Data Types - 0	7H	Pass	Rigor, Functional programming, Adaptation & creativity	01 Avril 2025
ft_turing	98H	Pass with bonus	Rigor, Imperative programming, Functional programming, Algorithms & AI	02 Avril 2025
OCAML - OCaml's modules language - 1	7H	Pass	Rigor, Functional programming, Adaptation & creativity	02 Avril 2025
OCAML - Imperative features - 1	7H	Pass	Rigor, Functional programming, Adaptation & creativity	03 Avril 2025
OCAML - Functor - 1	7H	Pass	Rigor, Functional programming, Adaptation & creativity	30 Avril 2025
OCAML - Object Oriented Programming - 1	7H	Pass	Rigor, Functional programming, Adaptation & creativity	30 Avril 2025
Inception-of-Things	200H	Pass	Rigor, Network & system administration	01 Mai 2025
OCAML - Object Oriented Programming - 2	7H	Pass	Rigor, Functional programming, Adaptation & creativity	01 Mai 2025
OCAML - Monoids and Monads - 3	7H	Pass	Rigor, Functional programming, Adaptation & creativity	02 Mai 2025
gomoku	196H	Pass with bonus	Rigor, Algorithms & AI, Group & interpersonal	04 Mai 2025
Piscine ocaml	63H	Pass	Rigor, Functional programming, Adaptation & creativity	06 Mai 2025

Stage et expériences professionnelles

Nom de l'entreprise	Durée	Validation	Compétences	Date de validation
école42	6 months	Pass with bonus	Company experience, Group & interpersonal	07 Mai 2021
Luko Assurance (Demain ES)	6 months	Pass with bonus	Company experience, Group & interpersonal	27 Janvier 2024

ANNEXE 3

Description de chaque projet couvert :

Nom	Description
Libft	This project is your very first project as a student at 42. You will need to recode a few functions from the C standard library, as well as some other utility functions that you will use throughout your whole curriculum.
netwhat	Netwhat will allow you to discover the network and to understand how it works. This will allow you to understand how some things you already use in your everyday life, without even knowing it. For that you will answer a questionnaire on the website netwhat.42.fr. If you unregister this project, you will need to wait three days before you can retry the subject.
get_next_line	Whether it's a file, stdin, or even later a network connection, you'll always need a way to read content line by line. It's time to start working on this function, which will be essential for your future projects.
ft_printf	This project is pretty straightforward, you have to recode printf. You will learn what is and how to implement variadic functions. Once you validate it, you will reuse this function in your future projects.
ft_server	This project is intended to introduce you to the basics of system and network administration. It will allow you to install a complete web server, using a deployment technology named Docker.
cub3d	This project is inspired by the world-famous eponymous 90's game, which was the first FPS ever. It will enable you to explore ray-casting. Your goal will be to make a dynamic view inside a maze, in which you'll have to find your way.
Exam Rank 02	
libasm	The aim of this project is to become familiar with assembly language.
ft_services	This project consist to clusturing an docker-compose application and deploy it with Kubernetes.
Exam Rank 03	advanced string manipulation, backtracking
minishell	The objective of this project is for you to create a simple shell.
Philosophers	This project aims to teach concurrent programming, focusing on multithreading and multiprocessing.
CPP Module 00	This first module of C++ is designed to help you understand the specificities of the language when compared to C. Time to dive into Object-Oriented Programming!
CPP Module 01	This module is designed to help you understand memory allocation, references, pointers to members, and the usage of the switch statement in C++.
CPP Module 02	This module is designed to help you understand ad-hoc polymorphism, function overloading, and orthodox canonical classes in C++.
CPP Module 03	This module is designed to help you understand inheritance in C++.
CPP Module 04	This module is designed to help you understand subtype polymorphism, abstract classes, and interfaces in C++.
CPP Module 05	This module is designed to help you understand try/catch and exceptions in C++.
CPP Module 06	This module is designed to help you understand the different types of casting in C++.
CPP Module 07	This module is designed to help you understand templates in C++.
CPP Module 08	This module is designed to help you understand templated containers, iterators, and algorithms in C++.
ft_containers	The multiple available containers in C++ all have a very different usage. To make sure you understand them all, let's re-implement them!
webserv	This project aims to create your own HTTP server. You will be able to test it with a real web browser. HTTP is one of the most used protocols on the internet. Knowing its intricacies will be useful, even if web development is not on your carreer path.
Exam Rank 04	
Exam Rank 05	
ft_transcendence	Design, develop, and organize a full-stack web application with complete creative freedom. Choose your project concept, select from a wide range of technical modules, and make key architectural decisions. This highly flexible project allows you to explore modern web development while demonstrating your technical skills and creativity through a modular approach.
darkly	Introductory project to computer security in the specific field of the web, this project will have you dissect a vulnerable website. In doing so, you will develop your own approach to thinking about security in a web application and become aware of issues related to simple development errors, both from a programming and a design perspective.
ft_linear_regression	This project will be your first steps into AI and Machine Learning. You're going to start with a simple, basic machine learning algorithm. You will have to create a program that predicts the price of a car by using a linear function train with a gradient descent algorithm.
red-tetris	The objective of this project is to develop a networked multiplayer Tetris game using a software stack that is exclusively Full Stack JavaScript.
matcha	This second project introduces a more advanced tool for building web applications: the micro-framework. You are invited to create a dating site in the programming language of your choice. User interaction is at the heart of this project!
Work Experience I	Your first step in a company is an important milestone in your 42 training. This employment project is designed to help you discover the professional world and apply your work ethic and adaptability in a real-world context. It represents a

	first asset for your resume and offers an opportunity to identify your future field of interest.
Work Experience II	Your course 42 can be continued with a second period of professional integration: the second internship. This internship is the accomplishment of your journey, and will have you demonstrate your expertise professionally in a company. This will be the springboard for your career.
Python - 0 - Starting	Introduction about the basics of the Python Programming Language.
Python - 1 - Array	Discovery of arrays, their manipulations, and work on images.
Python - 2 - DataTable	Load, manipulate and display datatable.
Python - 3 - OOP	Classes and the heritage in Python.
Python - 4 - Dod	Structure Design
Python for Data Science	Piscines are an important time in your cursus, during which you will have the occasion to learn a new language, or even a new paradigm!
ready set boole	Discover the basics of computer-related mathematics with Boolean Algebra and Sets Theory!
hypertube	Hypertube introduces you to a powerful category of tools: MVC frameworks. You will learn how to work with an MVC framework—using the programming language of your choice—to build a video streaming website with content downloaded via the BitTorrent protocol.
dslr	Discover Data Science through this project by recreating the Hogwarts Sorting Hat using logistic regression!
Tokenizer	This project allows you to learn the basics in web3. You will have to create your personal token!
matrix	You've probably encountered vectors and vector spaces before. Now it's time to formalize them through Linear Algebra and to learn how matrices and linear transformations work.
Leaffliction	An innovative computer vision project utilizing leaf image analysis for disease recognition.
multilayer-perceptron	This project is an introduction to artificial neural networks through the implementation of a multilayer perceptron.
cloud-1	This project is an introduction to cloud servers
TokenizeArt	This project allows you to learn the basics in web3. You will have to create your non-fungible token!
OCAML - Basic syntax and semantics - 0	In this first OCaml module, you will discover the basic syntax and semantics of the language: values, types, operators, let bindings, functions and recursion.
computorv1	The goal of this project is to get acquainted with handling elementary math tools that may be helpful for other 42 projects. You will not “do math for doing math”, but to develop a progressive and relaxed approach to projects where these tools are needed. You can choose the language of your choice for this subject.
OCAML - Recursion and higher-order functions - 0	In this second OCaml module, you will discover the recurion and the higher-order functions.
OCAML - Pattern Matching and Data Types - 0	The main theme of this module is the pattern matching usages and the manipulation of the many constructed types available in OCaml.
ft_turing	ft_turing will help you discover the turing model using imperative programming through an implementation of this model with OCaml
OCAML - OCaml’s modules language - 1	The main theme of this module is related to the ocaml modules.
OCAML - Imperative features - 1	The main theme of this module is related to features linked to imperative programming in ocaml.
OCAML - Functor - 1	The main theme of this module is related to the functor in ocaml.
OCAML - Object Oriented Programming - 1	The main theme of this module is to introduce the object oriented programming style with OCaml.
Inception-of-Things	This project aims to introduce you to Kubernetes from a developer's perspective. You will have to set up small clusters and discover the mechanics of continuous integration. At the end of this project, you will be able to set up a working cluster in Docker and have a usable continuous integration pipeline for your applications.
OCAML - Object Oriented Programming - 2	The main theme of this module is to introduce the object oriented programming style with OCaml.
OCAML - Monoids and Monads - 3	The main theme of this module is to introduce the Monoids and the Monads. This is hard but not as hard as it seems.

gomoku	This project involves creating, in the language of your choice, a Gomoku game integrating an AI player capable of beating a human player the fastest way possible. To do this, you will implement a min-max algorithm but also do research, trial and error to find the most adapted heuristics. This will not be as easy as checkers.
Piscine ocaml	Piscines are an important time in your cursus, during which you will have the occasion to learn a new language, or even a new paradigm!