YAHYA ABAD

Tetouan

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https://yabad.live

EDUCATION

USMBA university   **Sep 2016 - 2018**

Completed 2 years of coursework   *Fes*

Operating systems, Linear Algebra, Basic Algorithms, C/C++ Programming, Network Programming.

1337 Coding school   **Oct 2022 - Present**

Common Core   *Tetouan*

Operating systems, Algorithms and Data Structures, Graphics, Low level programming, Network programming, OOP, Web Programming.

PROJECTS

Minishell   **Feb 2023 - Apr 2023**

- Co-developed a command-line minishell in C, utilizing Abstract Syntax Tree (AST) and recursion for robust command parsing and execution.
- Utilized inter-process communication (IPC) techniques to manage and synchronize multiple processes, improving overall shell efficiency and performance.

Inception   **Aug 2023 - Sep 2023**

- Executed a comprehensive system administration project using Docker and Docker-Compose, successfully virtualizing multiple services and optimizing deployment efficiency.
- Created and managed Docker containers for NGINX, WordPress, and MariaDB, ensuring service isolation and efficient resource utilization.

ft_irc   **Dec 2023 - Jan 2024**

- Developed a high-performance IRC server in C++ using socket programming, facilitating seamless network communication and real-time messaging for up to 1000 concurrent users.
- Integrated essential IRC protocols, ensuring seamless interaction with IRC clients, supporting user authentication, nickname setting, and private messaging.
- Ensured non-blocking I/O operations, maintaining server responsiveness under high load conditions.
- Applied short polling techniques to efficiently manage concurrent client connections, optimizing real-time messaging and resource utilization.

Url Shortener   **Apr 2024 - May 2024**

- Django-based URL shortener with user authentication and registration
- Tracks URL views and displays statistics using Chart.js
- Fetches metadata (title, description, favicon) for shortened URLs

ft_transcendence   **Jun 2024**

- Developed a comprehensive web-based Pong game with real-time multiplayer functionality
- Implemented secure authentication using the 42 API
- Created frontend pages for login, registration, and game using vanilla JavaScript as a SPA.
- Designed the logic for remote multiplayer gameplay using WebSockets
- Fully implemented JWT strategy for securing API endpoints
- Designed Redis for caching and handling frequent requests efficiently
- Led strategic decisions on design patterns and technologies, ensuring cohesive integration and communication between components

WORK EXPERIENCE

FSAC LIB   **Feb 2024 - Present**

Python developer   *Tetouan*

- Developed a terminal-based Python application to efficiently manipulate and extract data from a large database.
- Implemented concurrent API calls to ensure fast and efficient decision-making processes based on the extracted data.
- Enhanced application performance by optimizing data processing and integration techniques, resulting in a robust and scalable solution.

SKILLS

- C/C++, Python, Javascript, Multithreading, Django, Ruby on Rails, Docker, OOP, Git, Rest APIs, PostgreSQL, HTTP, HTTP2, Parallel Programming