Akebli Noureddine

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Software Developer

About me :

I am a passionate and curious software engineer, specializing in C and C++. I thrive on solving complex problems and take pride in being an active and productive team member in all my projects. I'm excited about the opportunity to join your team, where I can connect my skills to the company's missions, collaborate with talented developers, and see the real-world impact of my work while continuing to grow as a developer.

Projects :

ft transcendance : Ping Pong game platform *(team project)*

- Designed user-friendly interfaces in Figma for seamless user experiences.
- Developed responsive and interactive frontend with Next.js, JavaScript, and Tailwind CSS.
- Built modular components for efficient rendering and maintainability.
- Collaborated with Django backend developers, for cohesive integration.
- Managed frontend assets, ensuring code quality and consistency.
- Integrated WebSocket for real-time notifications, online games, and live chats functionality.

Web_Server : HTTP Server— *C++, Makefile (team project)*

Github Link : https://github.com/noureddine-ake/webserv

- Developed an HTTP server in C++ using object-oriented programming and design patterns.
- Implemented request handling, response generation, and I/O multiplexing for efficient connection management.
- Optimized memory management and wrote unit tests to validate core functionality.
- Collaborated with the team to design and build server architecture.

Minishell : our own bash— *C, Makefile (team project)*

Github Link : https://github.com/otmane222/MiniShell

- Built our own custom shell, using Bash as a reference.
- Learned shell parsing techniques and built an Abstract Syntax Tree (AST).
- Managed inter-process communication with fork(), dup2(), and pipe().
- Handled signals using signal() and sigaction() for smooth process control.
- Implemented built-in shell commands and redirection handling.
- Ensured memory management, error handling, and performed debugging to enhance shell stability.
- Improved my problem-solving skills through tackling complex challenges in shell functionality.

Cub3D : 3 Dimensional game— *C, Makefile (team project)*

Github Link : https://github.com/nourdine14/cub3d

- Worked on a graphics project using the C language to develop a 3D game environment.
- Utilized geometry, particularly the tangent rule in triangles, to calculate ray lengths in raycasting, implementing the Digital Differential Analyzer (DDA) method for realistic rendering in game development.
- Utilized minilibx, a graphics library, for rendering the game.

Inception: DevOps project— *Docker, Docker compose, makefile*

Github Link : https://github.com/noureddine-ake/Inception

- Set up a multi-service infrastructure using Docker and Docker Compose.
- Wrote custom scripts to automate the installation and configuration of each application container.
- Learned how containerization makes deployment easier, helps manage dependencies more effectively, and boosts resource efficiency in development.

Born to be root:—*WordPress Hosting Server— VirtualBox, Debian, Shell scripting*

- Utilized VirtualBox set up a Debian VM server for hosting a WordPress website.
- Managed logical volumes for flexible and efficient storage allocation.
- Configured some security tools AppArmor, FireWall, and SSH to connect remotely
- managed logical volumes, created a script and automated it's run time with crontab

Education :

EST Meknès : DUT in Software engineering (2020-2022)

1337, 42 network : Software Architect. (2022-2024)

Skills :

Programming Languages :

C, C++, JavaScript, html, CSS, Python

frameworks and libraries :

React.js, Next.j, MySQL

Tools & Technologies:

Valgrind, lldb, Git, Jira, GitLab, Docker, Figma

Soft Skills:

Problem-solving, collaboration, self-directed learning

other:

Unix subsystems, scripting and automation, Networking fundamentals.

Languages :

English : proficient
French : Intermediate
Arabic : Native