

YOUNES ISMAILI

Software Engineer

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yo-ismaili/

PROFILE

I'm a motivated computer science student at 1337 School, actively advancing my knowledge and skills. My passion revolves around exploring new technologies and overcoming challenges, particularly in the realms of DevOps and Backend development.

SKILLS

Languages/Framework: TypeScript, SQL, JavaScript, HTML, CSS, YAML, C++, C, Shell script, PostgreSQL, NestJS, MariaDB.

Technologies: Docker, Kubernetes, Docker-compose, Git, Postman, NGINX, WordPress, Jenkins, Linux.

PROJECTS

NestJS, NextJS

ft-transcendence

GitHub Repository

- Authentication
- Real-time Features (WebSocket technology)
- RESTful API Design
- Database Management
- Security Practices
- Containerization with Docker and docker-compose
- Version Control with Git and GitHub
- Effective teamwork and leadership capabilities.

Docker

Inception:

GitHub Repository

- Understanding of system administration concepts using Docker
- Virtualization of Docker images
- Docker Compose for orchestrating containers
- Familiarity with Linux-based operating systems
- Knowledge of Docker networking, volumes, and file systems
- Implementation of security best practices for Docker and system administration
- Experience with NGINX, WordPress, MariaDB, Redis, FTP server, Adminer, and cAdvisor

C++

webserv:

GitHub Repository

- Understanding of the HTTP protocol.
- Handling different HTTP methods such as GET, POST, and DELETE.
- HTTP status codes and headers.
- Network programming concepts, including socket programming and non-blocking I/O.
- NGINX server configurations.
- Expertise in cookies, session management, and the ability to handle multiple CGI processes.
- Error handling and resilience to prevent server crashes.
- Familiarity with tools like: Telnet, Postman, Netcat (nc) and Burp Suite
- Effective teamwork and leadership capabilities.

C++	ft-containers: <ul style="list-style-type: none"> • C++98 STL containers: <code>vector</code>, <code>stack</code>, and <code>map</code>. • Fundamental data structures and algorithms. • Balanced binary search trees with AVL tree structures. 	GitHub Repository
C	minishell: <ul style="list-style-type: none"> • Command-line interface allowing users to input commands. • Implementation of the ability to execute external commands. • Support for input and output redirection. • Handling command pipelines using pipes. • Management and manipulation of environment variables. • Implementation of built-in commands. 	GitHub Repository
C	cub3d: <ul style="list-style-type: none"> • Develop a realistic 3D graphical representation. • Implement a dynamic 3D view inside a maze using ray-casting principles. • Apply ray-casting principles for accurate rendering. • Enable user interaction for seamless navigation within the 3D environment. 	GitHub Repository

EDUCATION

Oct 2021	1337 Coding School, Khouribga Software Engineer and IT architect, Computer Engineering
Jul 2021	Technical Specialist in Development Information In 2021, I achieved a Diploma as a Technical Specialist in Development Information.
Jun 2018	Baccalaureate (Bac) In 2018, I successfully achieved a significant academic milestone by obtaining my Baccalaureate (Bac) with a specialization in Physical Sciences.

LANGUAGES

English - Professional working proficiency,
French - Professional working proficiency,
Arabic - Native or bilingual proficiency