YOUNES ISMAILI

Software Developer

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PROFILE

I am a highly motivated computer science student at 1337 School, actively advancing my knowledge and skills. My enthusiasm lies in exploring new technologies and overcoming challenges, particularly in the realms of DevOps and Cybersecurity. Committed to consistently delivering high-quality work, whether collaborating in a team or working independently, I am confident in my ability to make a positive impact. Eager to contribute my expertise, I am determined to push the boundaries of what I can achieve.

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, PostgreSQ

ft-transcendence: **GitHub Repository**

"ft-transcendence" is a web application that offers real-time Pong matches, user account management with OAuth login, a feature-rich chat system, robust security, game customization, and responsive gameplay. It's a comprehensive project that blends classic gaming with modern web development.

Docker

Inception: **GitHub Repository**

Create a secure and efficient web infrastructure using Docker containers. Virtualize services like NGINX, WordPress, and MariaDB within a virtual machine. Build Docker images from scratch, enforce best practices, and offer a bonus for additional services. A hands-on exercise in system administration and Docker containerization.

C++

webserv: **GitHub Repository**

"Webserv" is a web development project that focuses on building a custom HTTP server in C++. The server is expected to handle HTTP requests, including features like serving static websites, supporting GET, POST, and DELETE methods, processing CGI scripts, managing routes, and more. It needs to be non-blocking and must use efficient I/O operations. The project also requires reading server configuration from a file, setting up default error pages, and supporting various server configurations. Additionally, the project encourages additional bonus features such as handling cookies and managing multiple CGI scripts. In essence, "Webserv" is about understanding the inner workings of HTTP and building a robust server that adheres to HTTP standards and serves web content efficiently. It's a deep dive into web development and network programming.

C++

ft-containers: **GitHub Repository**

The project requires students to implement their versions of some of the STL containers, such as vector, stack, and map, using only the C++98 standard library and no external libraries

C

minishell: **GitHub Repository**

"Minishell" is a C program where you build your own basic shell. You'll create a simple command-line interface with features like running commands, handling redirection, pipes, and environment variables. Additionally, you must implement built-in commands like 'echo', 'cd', 'pwd', 'export', 'unset', 'env', and 'exit'. There's also a bonus part for more advanced features like operators and wildcards. This project helps you gain a deeper understanding of how shells work and how to interact with the operating system.

| C | **cub3d:** | |

The "cub3D" project involves creating a 3D maze game inspired by the classic Wolfenstein 3D. The primary objective is to implement a realistic 3D graphical representation of the maze using ray-casting principles. This project includes mandatory features such as graphics rendering, map parsing, keyboard controls, and more. Bonus features, like wall collisions and animated sprites, can be added for extra credit. The project is written in C and uses the miniLibX graphics library. All code must adhere to specific rules and requirements outlined in the instructions.

EDUCATION

Oct 2021

1337 school, Khouribga
I embarked on an educational journey at 1337 School, a state-of-the-art institution renowned for its innovative approach to coding education. With a strong emphasis on collaborative learning, hands-on projects, and practical skill honing, 1337 School granted me a distinctive and immersive experience in mastering the art of coding

Jul 2021

Technical Specialist in Development Information
In 2021, I achieved a Diploma as a Technical Specialist in Development Information.

Jun 2019

Baccalaureate (Bac)
In 2019, I successfully achieved a significant academic milestone by obtaining my Baccalaureate (Bac) witha specialization in Physical Sciences.

LANGUAGES

English - Professional working proficiency,

French - Professional working proficiency,

Arabic - Native or bilingual proficiency