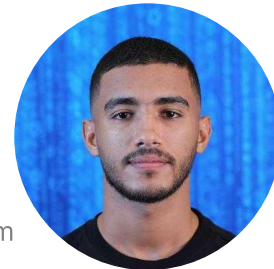


# Zakaria Moussammi

## Software Developer

+34674091081 @ zakariamoussammi.pro07@gmail.com Barcelona, Spain

portfolio: www.moussammi.com LinkedIn: Zakaria Moussammi Github: zmouram



## Profil

Dynamic Software developer, i possess a diverse set of skills and am actively seeking a professional opportunity to engage in concrete projects, collaborate with industry professionals, and refine my skills in clean code development and unit testing

## Education

### 42 Network Barcelona - 1337 Coding School

Member rank with level 13.62 2021 - 2024 Spain, Barcelona

After completing the Common Core at the 42 Network's Moroccan campus (1337), where I gained a strong foundation in C programming, algorithms, web development, and system architecture, I transferred to 42 Barcelona to pursue the advanced curriculum. My focus here includes DevOps, web development, cybersecurity, and software architecture through hands-on, project-based learning.

### Bachelor's Degree in Computer Engineering

Hassan I University, Settat - FSTS 2018 - 2022 Morocco, Settat

### Learning Spanish

BCNLIP Language School Sep 2024 - Present Spain, Barcelona

Learning Spanish through immersive courses.

## Projects

### Drag-and-Drop Mobile App Builder & Analytics

Developed a web platform for creating mobile apps with a drag-and-drop interface, no coding required. It also provides analytics on App Store and Google Play apps, offering insights into performance and trends.

### Development of a multiplayer ping pong platform.

Multiplayer Pong Platform with Next.js, NestJS, and PostgreSQL Integrates OAuth authentication, user features, and a robust chat system. At its core, real-time Pong gameplay with matchmaking and customization

### Mastery of System Administration with Docker

Explored system administration through Docker project. Virtualized various services such as Nginx, WordPress, and MariaDB within a personal server. Created Dockerfiles, optimized performance, and enhanced security to create a seamless Docker environment.

### Creation of a 3D Game in C with Raycasting

Developed a 3D game using raycasting for rendering. Integrated features like textured walls, sprites, and player movement. Used MiniLibX for graphics and user interaction.

### Bash Emulation with GNU Readline in C

Created a Bash-like shell using GNU Readline, focused on process control and file descriptor management. It stands out with fast commands, a sleek history feature, flexible redirection, and seamless integration of built-in functions.

## Experience

### FullStack Developer, AI Wolves

Dec 2023 - Aug 2024

- Built and optimized backend services using Nest.js and MongoDB
- Designed and implemented RESTful APIs and microservices
- Managed Docker-based deployments for scalable environments
- Configured Nginx as a reverse proxy for load balancing
- Worked with Next.js for frontend development and integration.

### Web Developer Intern, OCP Solution

Mar 2022 - Aug 2022

- Contributed to a final-year Bachelor's project in web development using the MERN stack
- Contributed to a platform to predict football match outcomes for the FIFA World Cup Qatar 2022
- Applied web development skills to create a user-friendly and dynamic interface for the platform.

## Skills

NodeJS | Express | NestJS | Java | Python3 | Rest API | GraphQL | SQL PLSQL | Postgresql | Mongodb | C/C++ | HTML | CSS | Figma | Javascript | Makefile | Typescript | ReactJS | NextJS | Tailwind | Docker | Git & Github | Linux | Socket.IO

## Languages

- English (Advanced)
- French (Advanced)
- Spanish (Intermediate)
- Arabic (Native)

## Passions

- Sport and Health
- Fishing
- Coding Challenges
- Volunteering