ZARDA AYOUB

SOFTWARE DEVELOPER

CONTACT

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EDUCATION

specialized institute of applied technology

technician specialized
in business management

1337 Coding school(UM6P) - 42 Network

2022-present student at 1337

COMPETITIONS

MNCP - Competitive programming

1337 school - 2023

Problem Solving Bootcamp

1337 school - 2024

TECHNOLOGY SKILLS

Git, GNU/Linux, Docker, Shell,
Unix/Linux, SQL, NoSQL

PROGRAMMING LANGUAGES

C, C++, Python, HTM, CSS, Javascript,
Typescript

FRAMEWORKS

Next/JS, Django/DRF, React/JS

LANGUAGES

- English - Proficient
- French - Proficient
- Arabic - native

PERSONAL SKILLS

Problem-Solving, Attention to Detail, Time
Management, Creativity, Teamwork,
Continuous Learning

SUMARY

Recent graduate of 1337 coding school (42 network) with a background in OFPPT TSGE. Through 1337's intensive curriculum, I've developed strong skills in software development, focusing on C, C++, and web technologies. My experience spans backend and frontend development, networking, and DevOps practices. The unique blend of OFPPT's practical training and 42's innovative approach has equipped me with technical proficiency and adaptability. Skilled in problem-solving, self-directed learning, and collaboration, I'm ready to contribute effectively to dynamic development teams. Eager to apply my diverse skill set to real-world challenges and continue growing as a developer.

PROJECTS

Minishell -Team project
42 Cursus -C programming Language

- a simple Unix shell implementation written in C
- A program capable of parsing a prompt and launching executables with arguments, with built-in functions.

Cub3d -Team Project
42 Cursus -C programming Language

- A raycasting game engine implemented in C
- Features like texture mapping, sprite rendering, and basic collision detection.

Inception
42 Cursus -Docker

- This project aims to broaden your knowledge of system administration by using Docker
- virtualize several Docker images

Philosophers
42 Cursus -C programming Language

- Multi-threading principles used to solve the the dining problem
- ensuring threads safety using mutex and semaphore techniques

ft_IRC -Team project
42 Cursus -C++

- study of the operation of sockets and their interactions on the example of an IRC chat/server
- Implement user authentication, channel management, message handling.

ft_transcendence -Team project
42 Cursus -

ft_transcendence: Full-stack web application featuring real-time multiplayer Pong game and chat system.

- Developed using Django (backend), React/Next.js (frontend), and PostgreSQL (database).
- Implemented WebSocket for real-time communication in both game and chat functionalities.
- Incorporated user authentication, profiles, and friend system with responsive design.