

# Mimoun Tigunit

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## Summary

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Motivated and adaptable Software Engineer student at 1337 (42 Network), with a strong foundation in systems programming, full-stack development, and DevOps. Demonstrates excellent problem solving abilities, teamwork, and experience with real-world infrastructure and development projects.

## Education

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**UM6P - 1337 Coding school (42 Network)**, Software Engineer October 2022 – Present

- Completed Common Core (100%).
- Current Status: Advanced part.
- Currently working towards **RNCP 7 Certification**: Information Systems and Networks.

## Experience

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**Front-End Developer Intern**, Linkopus consulting – Remote Aug 2024 – Feb 2025

- Honed expertise in React.js, Tailwind CSS, Material UI, and more while participating in real-world projects at Linkopus.
- Gained hands-on experience integrating complex microservices and working within Scrum Agile methodologies using Jira.
- Solidified technical proficiency and improved collaborative spirit and problem-solving abilities, greatly benefiting the team.

## Projects

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**Apex Pong Battle** 42-ft\_transcendence

- Developed a responsive SPA using Next.js and TypeScript.
- Built a real-time multiplayer Pong game with matchmaking and customizable game modes.
- Implemented OAuth2 authentication and Two-Factor Authentication (2FA).
- Used WebSockets for live gameplay and interactions.
- Created a real-time chat system with public/private channels and direct messaging.

**Webserv** 42-webserv

- Developed WebServ, a HTTP server in C++ 98, compliant with HTTP 1.1 standards.
- Implemented GET, POST, and DELETE methods, serving static content and handling file uploads.
- Created a configuration file to customize server behavior, including port selection, error pages, and route management.
- Ensured non-blocking, resilient operation using poll() for all I/O, supporting concurrent client connections.

**Minishell** 42-Minishell

- Build a simple UNIX shell that mimics Bash, handling user commands, process execution, and I/O redirection, while deepening understanding of system calls and file descriptors.
- Developed a Unix shell in C with features like command history, piping, redirection, environment variable expansion, and built-in commands (e.g., echo, cd, pwd, exit).
- Managed input/output redirection, background process signals, and ensured memory management with no leaks following strict coding norms.

- Deployed Kubernetes clusters with K3s and Vagrant, setting up controller and worker nodes on virtual machines.
- Implemented multi-application deployment on K3s, using Ingress for host-based routing and scaling applications.
- Automated deployments with K3d and Argo CD, integrating CI/CD workflows via GitHub for application management.
- Configured GitLab on Kubernetes for a seamless CI/CD pipeline, automating version control and deployment.

## **Skills**

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**Programming Languages:** C, C++, JavaScript, TypeScript, Bash, HTML, CSS, Solidity

**Tools:** Docker, Docker Compose, Git, Kubernetes, Linux, Ansible, Vagrant

**Technologies:** Node.js, Express.js, Nest.js, Socket.io, Next.js, React.js, Tailwind CSS, Framer Motion, Material UI, CI/CD, System Programming

**Soft Skills:** Team Collaboration, Problem Solving, Time Management, Communication, Adaptability