

LAMYAA SADIQ

I'm a Software Engineer student at 1337 Coding School

Passionate about computers and creating efficient, user-friendly solutions, I honed my skills at 1337, a school known for peer-to-peer learning. I am now eager to bring my strong work ethic and motivation to a team environment where I can grow and contribute professionally.

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PERSONAL PROJECTS

Multiplayer Pong (in progress)

Source Code

- Pong game: Real-time multiplayer game with matchmaking, customization, and live streaming.
- Login: Secure OAuth2.0 authentication with 42-Intranet(RFC6749); 2FA security layer.
- **User Account:** Features include user real-time status(online, offline, in-game), relationship management(add, block, unfriend), and detailed stats.
- Chat: Real-time chat(DMs, Group Channels) with restriction system and users permissions.
- Technologies: HTML CSS Vanilla JavaScript Python Django Docker PostgreSQL.

Webserv Source Code

- A non-blocking HTTP server in C++98, adhering to RFC2616 standards.
- The server configuration includes ports, server names, client body size limits, routes, and CGI specifications.
- It supports chunked transfer encoding and handles PHP/Python CGI scripts.

Minishell Source Code

- A custom shell in C that replicates BASH behavior.
- Features include command parsing with pipe and quoting rules, environment variable expansion, and error handling.
- Supports built-in commands like env, export, unset, pwd, cd, and exit.
- Implements input/output redirection, appending, and here documents.
- Allowing execution of commands using absolute/relative paths.

Inception Source Code

- Set up an infrastructure using Docker.
- Developed Docker containers for NGINX, WordPress, and MariaDB, ensuring proper configuration and security.
- Implemented TLS protocols, Dockerfile creation, and volume management for database and website files.
- Ensured containers restart on failure and established secure inter-container communication.

SKILLS

- Network & System Administration
- Object-oriented Programming
- Graphics

- Imperative Programming
- Algorithms & Al
- Group & Interpersonal
- Web
- Unix
- Rigor

LANGUAGES AND TECHNOLOGIES

- Programming Languages: Python, JavaScript, TypeScript, C/C++, ShellScript, SQL.
- Frameworks & Tools: Django, NestJS, NextJS, GIT, Docker, Docker-compose, PostgreSQL.

EDUCATION

Software Engineering

1337 Benguerir - Coding School | Sep 2022 - present

• Fundamentals of computer science including algorithms, network protocols, memory management & data structures.

Diploma of General University Studies

<u> Cadi Ayyad University | Sep 2017 - Dec 2021</u>

• Studied fundamentals of algebra, calculus, physics, and mechanics.