

Ismail El Abbassi

Computer science Graduate

Phone: +212-607-140-790

Email: ismailelabbassi220@gmail.com

Portfolio: [Live](#)

I'm a versatile web developer with experience across systems programming. Proficient in languages like C, C++, python, SQL, and Javascript, I've tackled complex projects across multiple fields. I thrive on solving challenging problems, collaborating in diverse teams, and continuously expanding my technical expertise. I have developed robust skills in problem-solving and collaborative projects. With a solid foundation in coding and software architecture, I am passionate about blending technical expertise with creative vision. Eager to be innovative, efficient, and impactful.

SKILLS

Programming languages:

C / C++ / JavaScript / python.

Web frameworks, libraries and tools :

React / TailwindCSS / Next.js / node.js / express.js / Vite.

Platforms, DBs & Tools :

Unix-like systems / Make / MongoDB / Git / Docker

LANGUAGES

English, Arabic & French

EDUCATION

1337 Coding School / 42 network | 2023-2026

At 1337, part of the 42 Network, I thrived in a peer-to-peer coding school focused on project-based, peer-to-peer learning. working collaboratively, I strengthened my programming, problem-solving, and teamwork skills. The fast-paced, self-driven environment sharpened my adaptability, discipline, and passion for continuous learning.

University Diploma 2018/2022

General University Diploma in mathematics and computer science from the faculty of science of ouarzazate. The program covered a range of topics including programming, data structures, algorithms, databases, computer architecture, and software engineering.

High school Diploma 2018/2022

Sciences physics

PROJECTS

TodoApp — A full-stack task manager with Google Authentication Built with React, Express.js, Node.js, MongoDB, and Vercel

This project allows users to create, edit, and delete tasks while ensuring data persistence through a cloud database. It features secure Google authentication for user login and a clean, responsive UI built with React. The backend API is hosted on Vercel, making the app fully serverless and easily scalable.

links: [Live](#) | [Source Code on Github](#)

irc — a lightweight IRC server.

Built with C++, GNU Make

RFC-1459 compliant, lightweight IRC server implementing core IRC protocol for real-time chat. Compatible with official irc clients such Weechat. For this project, I was responsible for all the networking related stuff (working with the socket api specifically) and core features such as user authentication, channels management, messaging etc, while my teammate handled all things related to channel operators.

Source code: [Source Code on Github](#)

Minishell — a C-based Unix Shell that mimics the behavior of Bash.

Built with C language, GNU Make

This shell implementation supports various Bash-like features, from piping, program execution, built-in commands, working with variables, etc.. with tiny details in mind. For this project, I focused on parsing user input and data structuring, while my teammate handled the execution logic.

Source code: [Source Code on Github](#)

Cook3D — A 3D maze-exploration game using ray-casting.

Built with C (and a bit of C++), using miniLibX for graphics and a GNU Makefile for building.

This project was inspired by the classic Wolfenstein 3D first-person-shooter, and the goal was to create a dynamic view within a maze where the player navigates and views walls in 3D using ray-casting.

I delved into key mathematical concepts (ray angles, intersections, wall distances, projection height) to compute and render the 3D effect.

Source code: [Source Code on Github](#)

Inception — A Docker-based LEMP stack for WordPress.

Built with Docker, Shell scripting, and Makefile.

This project sets up a complete web infrastructure using containers for Nginx, MariaDB, and WordPress. It helped me understand how to orchestrate multiple services, manage volumes and networks, and deploy a fully functional web environment using Docker.

Source code: [Source Code on Github](#)