



Oualid El Boukhari

Software Engineering Student · Aspiring DevOps Engineer

ouel-bou@student.1337.ma

+212 650 864 574

github.com/ouvled86

Tetouan, Morocco



PROFILE

Software Engineering student at **1337 School (42 Network)** with a strong focus on **DevOps practices**, containerization, and system architecture. Experienced in building multi-service Docker infrastructures, CI/CD pipelines with GitHub Actions, and monitoring with Prometheus & Grafana. Passionate about automating workflows, improving deployment reliability, and continuously learning new DevOps tools. Proven ability to work autonomously in peer-driven environments.



PROJECTS

The Hive — ft_transcendence IN PROGRESS Mar 2026 – Present

Full-stack web platform connecting tradesmen and clients, built with a team of 5. Owned the **complete DevOps pipeline**:

- Architected multi-container infrastructure with **Docker Compose** (dev & prod) — PostgreSQL, Node.js, and frontend services with replica scaling and health checks
- Built **GitHub Actions CI/CD** workflows for automated PR management, branch naming enforcement, and project sync
- Configured **NGINX reverse proxy** with **ModSecurity WAF** (OWASP CRS), container security hardening, and isolated bridge networks
- Integrating **Prometheus & Grafana** monitoring stack; ELK pipeline planned next

Inception Mar 2026

Built a complete Docker-based infrastructure from scratch — containerized a LEMP stack with **NGINX, WordPress, and MariaDB** using custom Dockerfiles. Configured **Docker networks, volumes**, TLS certificates, and container restart policies.

webserv Nov 2025

Built an **HTTP/1.1 compliant web server** in C++98 from scratch with non-blocking I/O multiplexing, CGI execution, and config file parsing.

cub3d Apr 2025

Implemented a **3D game engine** inspired by Wolfenstein 3D using Raycasting in C with MiniLibX. Handled rendering, player movement, texture mapping, and map parsing.

minishell Dec 2024

Recreated a fully functional **Unix shell (Bash)** in C — tokenizer/parser, fork/exec, pipes, redirections, signals, and environment variable expansion.

C++ Modules (00–09) 2025 – 2026

Completed all 10 modules of the 42 C++ curriculum — mastered **OOP and its four pillars** (encapsulation, inheritance, polymorphism, abstraction), exception handling (try/catch/throw), **STL containers & algorithms**, and templates.

push_swap May 2024

Algorithm project sorting data on a stack with a limited set of operations, optimized for minimum moves using efficient sorting algorithms.



EDUCATION

1337 School
42 Network · Campus Tetouan
Computer Science
2023 – Present

LEVEL 9.69



CURRENTLY LEARNING

Enrolled in **Boots DevOps** learning path to deepen expertise across the full DevOps toolchain.

Prometheus Grafana ELK Stack
CI/CD Pipelines



TECHNICAL SKILLS

DEVOPS & INFRASTRUCTURE

Docker Docker Compose
GitHub Actions NGINX Makefile

MONITORING & SECURITY

Prometheus Grafana ModSecurity
WAF (OWASP)

LANGUAGES

C C++ Python Shell / Bash
YAML

TOOLS & PLATFORMS

Git Linux Vim PostgreSQL
MariaDB



LANGUAGES

Arabic Native
English Advanced
French Intermediate